



Together with Jesus, we grow in love



Holy Family Catholic Primary School

Computing Policy

Last reviewed: September 2025
Review date: September 2026

Statement of Intent

At our school, we believe that Computing plays a vital role in preparing pupils for life in an increasingly digital world. Through learning Computing, pupils develop the knowledge, skills and understanding needed to use technology effectively, safely and responsibly.

Our Computing curriculum provides opportunities for pupils to become confident and creative users of technology, enabling them to understand how digital systems work and apply computational thinking to solve problems. It promotes curiosity, resilience and independence while supporting pupils' oracy, literacy and wider learning across the curriculum.

In particular, Computing:

- develops problem-solving and logical thinking skills
- supports creativity and digital content creation
- enhances learning across the curriculum
- promotes safe and responsible use of technology
- prepares pupils for the opportunities and challenges of the modern world

Aims

The aims of teaching Computing at our school are to:

- Develop pupils' understanding of computer science, information technology and digital literacy
- Enable pupils to design, write and debug programs
- Build confidence in using technology to create, organise and present content
- Ensure pupils use technology safely, respectfully and responsibly
- Develop computational thinking and problem-solving skills
- Provide opportunities to evaluate digital content critically
- Prepare pupils for further study and future careers in a digital world

Curriculum Organisation

Structure

Computing is taught across three strands:

- **Computer Science** (programming, algorithms and coding)
- **Information Technology** (creating and presenting digital content)
- **Digital Literacy** (online safety and responsible use)

These strands are taught progressively from Year 1 to Year 6 to ensure full National Curriculum coverage.

Sequencing and Progression

The curriculum is carefully sequenced to ensure that:

- Knowledge and skills build progressively each year
- Pupils revisit key concepts such as algorithms, coding and online safety
- Learning increases in complexity over time

Pupils progress from:

- recognising and using basic technology
- following simple instructions and sequences
- to designing, debugging and evaluating complex programs and systems

Teaching and Learning

Computing is taught through practical, engaging and purposeful learning experiences.

Lessons include:

- hands-on programming activities
- problem-solving and debugging tasks
- creation of digital content such as presentations, animations and videos
- opportunities for collaboration and independent learning

Pupils are encouraged to explore, experiment and apply their knowledge in meaningful contexts.

Vocabulary Development

Key computing vocabulary is:

- explicitly taught
- carefully sequenced across year groups
- regularly revisited and applied

Pupils learn and use technical language such as *algorithm*, *debug*, *variable* and *network* to explain their understanding clearly and accurately.

Online Safety

Online safety is a key aspect of the Computing curriculum. Pupils are taught to:

- use technology safely and responsibly
- protect personal information
- evaluate digital content
- recognise risks and know how to report concerns

Online safety learning is embedded across all year groups and revisited regularly.

Assessment

Assessment in Computing is ongoing and formative. Teachers assess pupils through:

- observation of practical tasks
- completed digital outcomes
- discussions and questioning
- demonstration of problem-solving skills

Progress is measured across the three strands: Computer Science, Information Technology and Digital Literacy.

Impact

The impact of the Computing curriculum is that pupils:

- develop confidence in using technology
- understand how digital systems work
- apply computational thinking to solve problems
- create digital content using a range of tools and software
- use technology safely, responsibly and respectfully

By the end of Year 6, pupils are able to:

- design, write and debug programs
- evaluate and use information effectively
- apply knowledge of networks and digital systems
- demonstrate independence and resilience in problem solving
- transition successfully to secondary school with secure digital skills

Monitoring and Evaluation

The subject leader is responsible for:

- monitoring the quality of teaching and learning
- reviewing planning and pupil outcomes
- gathering pupil voice
- ensuring progression and curriculum coverage

Monitoring is carried out through:

- lesson visits
- book and digital work reviews
- discussions with staff and pupils

Equal Opportunities and Inclusion

We ensure that all pupils:

- have access to a broad and balanced Computing curriculum
- are supported to achieve their full potential

Teaching is adapted through:

- scaffolding and modelling
- use of visual and practical resources
- targeted support and challenge

Review

This policy will be reviewed annually to ensure it reflects current practice, National Curriculum requirements and school priorities.