

Computing Policy

AUGHTON TOWN GREEN PRIMARY SCHOOL

Policy Lead: Computing Subject Leader

Approved by: Headteacher / Governing Board

Review Cycle: Annual

1. Vision

At Aughton Town Green Primary School, we believe that technology is an essential part of modern life and plays a significant role in education, employment and everyday living. We aim to provide a high-quality computing education that equips pupils to use technology confidently, safely, responsibly and creatively.

Our computing curriculum enables children to become digitally literate learners who can understand and apply the fundamental principles of computer science, analyse problems computationally, create digital content and communicate effectively using technology.

We recognise that digital technologies are continually evolving. This includes the increasing use of Artificial Intelligence (AI), which is becoming a significant feature of education, workplaces and society. We are committed to preparing pupils for a digital future by teaching them how to use technology safely, responsibly and ethically while developing critical thinking skills and an understanding of online safety.

2. Aims

The National Curriculum for Computing aims to ensure that all pupils:

- Can understand and apply the fundamental principles and concepts of computer science.
- Can analyse problems in computational terms and develop practical solutions.
- Can evaluate and apply information technology effectively.
- Become responsible, competent, confident and creative users of information and communication technology.

At Aughton Town Green Primary School, our specific aims are to ensure pupils:

- Develop confidence and competence in the use of digital technology.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Understand computer networks, including the internet and how they provide multiple services.
- Become responsible digital citizens who understand how to stay safe online.
- Use technology creatively to solve problems and express ideas.
- Develop coding and programming skills through a progressive curriculum.
- Understand the role of technology in the wider world.
- Gain an age-appropriate understanding of Artificial Intelligence and emerging technologies.
- Learn to critically evaluate online information, including AI-generated content.
- Understand the importance of protecting personal information and maintaining digital privacy.

3. Curriculum Intent

Through our computing curriculum, children will:

Computer Science

Develop knowledge and understanding of algorithms, programming and logical reasoning.

Information Technology

Learn how to create, organise and present digital content using a range of software and devices.

Digital Literacy

Develop the knowledge and skills necessary to use technology safely, responsibly and effectively.

Artificial Intelligence and Emerging Technologies

Gain an understanding of how AI systems work, where AI is used in everyday life and how AI-generated content should be critically evaluated. Pupils will learn that AI can be a useful tool but may sometimes provide inaccurate, biased or misleading information.

4. Teaching and Learning

Computing is taught as a discrete subject and is also used across the wider curriculum to enhance learning opportunities.

Teaching is designed to:

- Build on previous learning.
- Provide practical and engaging experiences.
- Develop problem-solving and computational thinking skills.
- Encourage creativity and innovation.
- Promote collaborative learning where appropriate.
- Teach safe and responsible technology use.

Children are provided with opportunities to work independently and collaboratively using a variety of digital devices and software.

5. Online Safety

Online safety is recognised as an essential part of safeguarding and forms an integral part of the school's curriculum and wider safeguarding provision.

Children are taught to use technology safely, respectfully and responsibly through Computing, PSHE, assemblies and wider safeguarding activities.

The school recognises the four categories of online risk:

Content

Exposure to harmful, misleading or inappropriate material, including misinformation, disinformation, extremist content and AI-generated content.

Contact

Interactions with others that may lead to harm, including online grooming, coercion or exploitation.

Conduct

Online behaviour that may negatively affect pupils or others, including cyberbullying, inappropriate communication and misuse of technology.

Commerce

Risks linked to online advertising, phishing, financial scams, gaming purchases and other commercial activities.

Pupils are taught to:

- Keep personal information private.
- Report concerns or worries to a trusted adult.
- Recognise unsafe online behaviours.
- Respect others online.
- Think critically about online information.
- Understand that not everything online, including AI-generated content, is accurate or trustworthy.

The school uses filtering and monitoring systems to support a safe online environment and follows all safeguarding procedures where concerns arise.

6. Artificial Intelligence (AI)

The school recognises the growing role of Artificial Intelligence within education and society.

Staff Use

Staff may use approved AI tools to support:

- Lesson planning.
- Resource creation.
- Administrative tasks.
- Curriculum development.
- Draft communications.

Any content generated using AI must be professionally reviewed and checked for accuracy before use.

Staff must not enter confidential, personal, safeguarding or sensitive information into publicly available AI systems.

Pupil Use

Pupils may engage with age-appropriate AI technologies when directed by staff and where educationally beneficial.

Teaching about AI will include:

- What AI is and how it works.
- Benefits and limitations of AI.
- Responsible and ethical use.
- Recognising AI-generated content.
- Identifying bias, misinformation and inaccuracies.
- Protecting personal data and privacy.
- Respecting copyright and intellectual property.

AI should enhance learning and must never replace pupils' own thinking, creativity or effort.

7. Inclusion

All pupils will have equal access to computing regardless of ability, gender, ethnicity, religion or background.

Teachers will provide appropriate support, challenge and adaptations to ensure all children can access and succeed within the computing curriculum.

Where necessary, assistive technologies will be used to support learning and enable all pupils to participate fully.

8. Assessment

Assessment is ongoing and informs future planning and teaching.

Teachers will assess pupils through:

- Observation of practical activities.
- Discussion and questioning.
- Review of digital outcomes.
- Retrieval and knowledge checks.
- End-of-unit assessments where appropriate.

Assessment information is used to identify strengths, address misconceptions and ensure progression.

9. Resources

The school maintains a range of computing resources to support teaching and learning, including:

- iPads and laptops
- Interactive classroom technology.
- Educational software and online platforms.
- Coding and programming resources.
- Age-appropriate digital learning tools.

Resources are regularly reviewed to ensure they remain current, effective and secure.

10. Roles and Responsibilities

Governing Board

The Governing Board will:

- Monitor the effectiveness of this policy.
- Ensure statutory requirements are met.
- Support the strategic development of computing across the school.

Headteacher

The Headteacher will:

- Ensure effective implementation of the policy.
- Promote high standards of teaching and learning.
- Ensure appropriate safeguarding, filtering and monitoring systems are in place.

Computing Subject Leader

The Computing Subject Leader will:

- Lead the development of computing across the school.
- Support and monitor teaching and learning.
- Maintain and review the computing curriculum.
- Organise appropriate resources.
- Monitor standards and pupil progress.
- Provide staff support and training.
- Keep abreast of developments in computing, online safety and AI technologies.

Staff

All staff will:

- Deliver high-quality computing teaching.
 - Promote safe and responsible technology use.
 - Model positive digital behaviours.
 - Follow safeguarding and data protection procedures.
 - Report any online safety or technology-related concerns promptly.
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11. Data Protection and Security

The school processes personal data in accordance with UK GDPR and Data Protection legislation.

Staff will:

- Protect personal and confidential information.
- Follow school data protection procedures.
- Use secure passwords and approved systems.
- Report data breaches in line with school procedures.

When using AI technologies:

- Personal, confidential or safeguarding information must not be entered into public AI systems.
 - Only approved AI platforms should be used for school purposes.
 - AI tools should be assessed for security, privacy and educational suitability before implementation.
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12. Monitoring and Review

The effectiveness of this policy will be monitored by the Headteacher and Computing Subject Leader.

Monitoring will include:

- Curriculum delivery and progression.
- Standards of pupil achievement.
- Online safety provision.
- Effectiveness of filtering and monitoring systems.
- Appropriate use of AI technologies.
- Staff training needs.
- Compliance with safeguarding and data protection requirements.

This policy will be reviewed annually or sooner if required by changes in legislation, statutory guidance or technological developments.

Related Policies

- Safeguarding and Child Protection Policy
- Online Safety Policy
- Artificial Intelligence Policy
- Acceptable Use Policy
- Data Protection Policy

- Behaviour Policy
 - Staff Code of Conduct
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