



**St John
and St Nicolas
Schools Federation**

**For the good of all
through curiosity,
creativity and love**

Policy Title:	Computing
Policy Reference:	FC005
Description:	How computing is taught across the federation
Status:	Approved by Senior Leadership Team
Category:	Curriculum
Review frequency:	Every two years
Contact:	exechead@stjohnandstnicolasschools.org.uk
Version:	V1.1
Other relevant policies:	
Date for Review:	May 2027

Change Record				
Version Number	Date Approved	Governing Board Minute Reference	Description of Amendments	Review Date
1.0	24.01.23	SCC Minutes 24.01.23	Prepared by SLT and reviewed by Standards & Curriculum Committee	Jan 2025
1.1	29.04.25	SCC Minutes 29.04.25	Reviewed and updated; spirituality added	May 2027

	Index	Page
1.	Federation Vision	2
2.	Curriculum Statement	2
3.	How Computing fits into our Federation Curriculum	2
4.	Curriculum Organisation and Content for Computing	3
5.	Spirituality in Computing	3
6.	Inclusion, Support and Challenge	3
7.	Assessment	3
8.	Monitoring	4

St John and St Nicolas Schools Federation

Computing Policy

Federation Vision

At St John and St Nicolas Schools Federation, our vision is 'For the good of all – through curiosity, creativity and love.' This vision inspires everything that the federation does. It applies equally to all the federation's policies with the intention that our policies impact as fairly and positively as possible to meet the needs of all members of our schools' community.

Curriculum Statement

Our federation is a journey for all of our children from the Early Years Foundation Stage to Year 6 and beyond. Our curriculum aim is for children's time with us to prepare them for life after our schools. Each child in our schools is recognised as an individual with their own ambitions, needs, skills and aspirations and it will be our schools' role to support and challenge each individual to achieve these.

Our curriculum will allow all children to develop the key skills of reading, writing and maths through a broad and balanced curriculum providing a wide range of experiences. Throughout our schools, we will promote equality and diversity and will provide every opportunity for children to develop resilience, confidence and enthusiasm, so becoming imaginative, creative and independent learners able to make informed decisions. Our rich curriculum, complemented by our nurturing approach will allow all our children to develop emotionally and spiritually.

We value all aspects of the school curriculum and will ensure our curriculum encompasses spiritual, moral, social, cultural, emotional and physical education.

How Computing fits into our Federation Curriculum

Computing has deep links with mathematics, science, and design and technology. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Children are curious to understand how technology works and how it can be used to help them.

Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. This ensures that children are able to use their creative spirits even in a digital environment.

Part of the curriculum also ensures that children understand the importance of e-safety and how their actions and the actions of others have consequences online.

Curriculum Organisation and Content for Computing

Year Group	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Programming A – Moving Robots		Computer Systems and Networks – Technology around us		Data and Information – Grouping Data	
Year 2	Computer Systems and Networks – IT around us	Creating Media - Digital Photography	Programming A – Robot Algorithms	Data and Information – Pictograms	Creating Media - Digital Music	Programming B – Programming Quizzes.
Year 3	Computer Systems and Networks – Connecting Computers	Creating Media -Stop Frame Animation	Programming A – Sequencing Sounds	Data and Information – Branching Databases	Creating Media - Desktop Publishing	Programming B – Events and Actions in Programming
Year 4	Computer Systems and Networks – The Internet	Creating Media -Audio Preparation	Programming A -Repetition in Shapes	Data and Information – Data Logging	Creating Media - Photo Editing	Programming B – Repetition in Games
Year 5	Computer Systems and Networks - Systems and Searching	Creating Media – Video Preparation	Programming A -Selection in Physical Computing	Data and Information – Flat-File Databases	Creating Media – Intro to Vector Graphics	Programming B – Selection in Quizzes
Year 6	Computer Systems and Networks – Communication and Collaboration	Creating Media – Web Page Creation	Programming A – Variables in Games	Data and Information – Intro to Spreadsheets.	Creating Media - 3D Modelling	Programming B – Sensing Movement

Spirituality in Computing

Spirituality can be explored in every subject. In computing, this might include the awe and wonder of what humans have achieved with technology and how this can support us to make sense of the world around us, as well as gaining a sense of life beyond the ‘tangible’.

Inclusion, Support and Challenge

Our aim is to have children who are responsible, competent, confident and creative users of information and communication technology. Children are supported in class through group work and peer support. Computing is a very inclusive subject allowing all children to thrive. We encourage children to be challenged through extending their knowledge of Computing and increasing their skills in analysis and evaluation.

Assessment

At the end of each unit children are assessed against key criteria to see if they have met the objectives. The Computing Curriculum progresses through Key Stage 1 to Key Stage 2 with units building on previous learning.

Monitoring

Computing will be monitored through lesson observations and pupil conferencing to understand the pupils' views on the subject.