



# Computing Policy

This policy was agreed in Jan 2026 and will be reviewed in Jan 2028

Chair of Governors

Date

Headteacher

Date

## Introduction

This Computing Policy sets out the intent, implementation and impact of computing across the school. It reflects the 2025 Ofsted Schools Curriculum Toolkit and statutory guidance, ensuring that our computing provision is **ambitious, inclusive and supports all pupils**—particularly disadvantaged pupils and those with SEND. The school adopts the **Teach Computing** curriculum, created by the National Centre for Computing Education (NCCE), as the foundation of its computing offer.

## Intent

- We provide a high-quality computing education that teaches pupils to be active, safe and creative participants in the **digital world**.
- Our curriculum ensures **progression of knowledge** and **skills** through the sequenced **Teach Computing** curriculum.
- Our approach develops pupils' understanding of **real-world applications** of technology.
- We embed **online safety** so pupils know how to recognise risks, report concerns and behave responsibly.
- Our curriculum promotes **digital literacy, computational thinking, problem-solving** and **creativity**.
- We ensure **inclusivity** so all pupils, including those with SEND or vulnerabilities, access and succeed in a digital world.

## Implementation

- **Weekly computing lessons** taught using the Teach Computing scheme.
- **Sequenced lessons** according to the National Centre for Computing Education progression pathways.
- **Cross-curricular** opportunities for computing integrated across subjects.
- **Assessment** built into units to check understanding and address misconceptions.

- **Adaptations** made to meet SEND needs while maintaining high expectations.
- Staff supported with **CPD** to ensure strong subject knowledge.
- Leaders monitor teaching through lesson observations, work scrutiny and pupil voice.
- Safeguarding woven throughout, with explicit **online safety** units.
- **Online Safety** taught explicitly through Teach Computing, Project Evolve and reinforced through PSHE/RHE.
- **Cyberbullying, privacy, data, harmful content, gaming, social media and digital footprints** all taught throughout the computing curriculum.

### **Impact**

- Pupils articulate key **vocabulary** confidently.
- Work shows **progression** in digital literacy, programming and creative media.
- Pupils demonstrate **resilience** and **independence**.
- Assessment shows pupils '**know more, remember more and can do more**'.
- Pupil voice shows **positive attitudes** and strong awareness of online safety.
- Evidence and monitoring show **curriculum coherence and progression**.
- SEND and disadvantaged pupils' **needs met effectively**.