St Anthony's Catholic Primary School

An Academy within The Catholic Academy Trust in South Hampshire

'Children in our heart, Christ at the centre'
'We love, we learn and we live'

Name of Policy	Computing Policy
Reference Number	
Date of e-signoff	November 2025
Headteacher	Katrina Straker
Computing Lead Governor	Kerry Meredith
Date for review	November 2027

Computing Policy

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'Children in our heart, Christ at the centre'
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The St Anthony's mission statement is 'Children in our heart, Christ at the centre. We love, we learn and we live.' To live out this mission, we are guided and led by our Catholic ethos that places the Catholic Social Teaching principles of Human Dignity and the Common Good at the heart of our school. We recognise that each of us is unique and loved by God and we are called to lead by example, as Christ did, to show respect and love to every person because each of us is made in the image of God.

Introduction

The use of computers and computer systems is an integral part of the National Curriculum and knowing how they work is a key life skill. In an increasingly digital world there now exists a wealth of software, tools and technologies that can be used to communicate, collaborate, express ideas and create digital content. At St Anthony's, we recognise that pupils are entitled to a broad and balanced computing education with a structured, progressive approach to the learning of how computer systems work, the use of IT and the skills necessary to become digitally literate and participate fully in the modern world. The purpose of this policy is to state how the school intends to make this provision.

Curriculum Intent:
The intent of the Computing curriculum is to deliver a curriculum that focuses on IT, computer science and digital literacy. The curriculum intends to:

- Provide a broad, balanced, challenging and enjoyable Computing curriculum for all pupils.
- Develop pupils' computational thinking skills that will benefit them throughout their lives.
- Meet the requirements of the National Curriculum programmes of study for Computing at Key Stage 1 and 2.
- Allow children to become creators of digital content rather than simply consumers of it.
- Introduce children to Artificial Intelligence, exploring its benefits and drawbacks.
- Provide access to a rich and varied source of information and content.
- Communicate and present information in new ways, which helps pupils understand, access and use it more readily.
- Motivate and enthuse pupils.
- Offer opportunities for communication and collaboration through group working both inside and outside of school.
- Have the flexibility to meet the individual needs and abilities of each pupil.
- Develops the understanding of how to use computers and digital tools safely and responsibly.
- Develop understanding of how to use computers and digital tools safely, responsibly and ethically, reflecting the Catholic Social Teaching principles of Human Dignity and the Common Good.

Curriculum Implementation and Impact:
St Anthony's uses the Primary Computing Scheme of Work: **iCompute**.

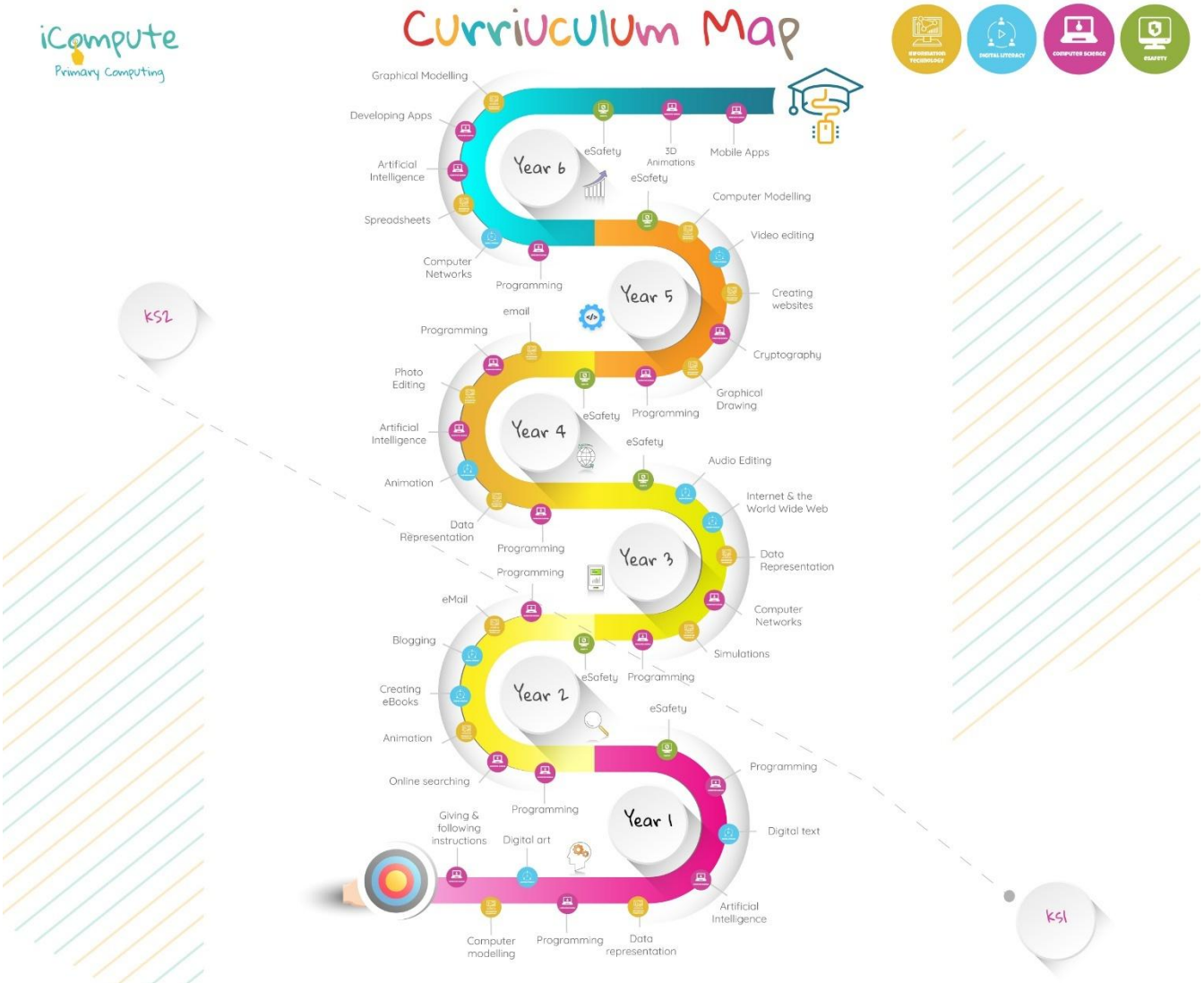
Intent	Research Link	Implementation	Impact
To develop pupils' knowledge in 3 key areas: Computer Science, Digital Literacy (including eSafety) and Information Technology. These are considered essential life skills necessary to fully participate in the modern digital world.	Research by Bruner,(1960) and Harden, (1999) states that planning a 'spiral programme' which introduces new and more challenging learning, while building on what has gone before, reflects and meets the personal developmental needs of children and young people.	**iCompute** is a clear and effective Primary Computing scheme of work, that is spiral in nature and provides broad, deep and meaningful coverage of the National Curriculum. Each year group completes 6 units (1 unit per half term) so pupils Computing coverage in an academic year will include Computer Science, Digital Literacy and Information Technology. New learning builds on knowledge from previous units so teachers can teach new concepts with an understanding of cognitive thinking. All lessons include adaptive teaching ideas to scaffold and extend learners. Children will be assessed at the end of each unit using attainment descriptors provided by the iCompute scheme. All children have access to a laptop. These are regularly updated and include all the applications they need to access the	By the end of KS2, children will have developed knowledge of and skills in Computer Science that include computational thinking, algorithms and programming and computer networks. Through the Digital Literacy units, pupils will be able to use technology creatively to communicate, collaborate and express ideas as well as creating web content using HTML/CSS. In Information Technology, pupils will be able to use and evaluate a range of tools and technologies for specific purposes and audiences including data representation and spreadsheets. Impact will be measured through termly pupil voice audits and assessment data scrutiny.

		full breadth of learning.	
To deliver a curriculum and establish an education culture that prioritises eSafety and security.	Social constructivism pedagogy helps children to root their knowledge in what they already know before making links to the wider world. Keeping children safe online is a key part of schools' safeguarding duties - KCSIE (DfE).	• Use of IT and computing is in line with the school's 'acceptable use policy'. All staff, volunteers and children must sign a copy of the schools AUP. • The agreed rules for safe and responsible use of IT and computing and the internet are displayed in all computing areas. • All lessons start with e-safety retrieval practice. • Other activities such as Safer Internet Day and assemblies help ensure that pupils understand the issues of eSafety. • eSafety guidance for parents is on our website and regularly features in school newsletters and safeguarding newsletters	Pupils know: • how to keep themselves safe online • they should be careful about sharing personal data • they should speak to an adult if they see anything online that upsets them • cyberbullying is taken as seriously as bullying and they should talk to a trusted adult if they are concerned that they or someone else they know are experiencing cyber-bullying Parents/families know how to keep their children safe online at home. Children are equipped to engage with technology thoughtfully and ethically, aligning with our school's Catholic Social Teaching principles of human dignity and the common good (compassion and moral responsibility).

Sequence of Teaching:

St Anthony's uses iCompute for Primary schools - a whole-school scheme of work for EYFS to Year 6 pupils. iCompute fully meets the objectives of the National Curriculum for Computing and allows for clear progression in computing. Staff follow iCompute's planning guidance and use iCompute's assessment criteria to track progress through observations and evidence.

The following 'road map' summarises the spiral approach to the sequence of teaching for Years 1-6 and the EYFS planning guidance summarises the sequence of teaching in Year R.



iCompute
Primary Computing

EYFS Planning Guidance

This planning guidance is one possible model only and will need to be adapted to suit your school situation.

The length of time per unit is a suggestion only and will need to be adjusted to take account of the ability of your class and the amount of time the children may need.

A session is deemed to be 20-30 minutes taught once a week

Autumn 1		Autumn 2		Winter 1		Winter 2		Summer 1		Summer 2	
1	iMake Algorithms *Flow charts and sequencing*	1	iTell Stories *Recount and ordering*	1	iCan Play *Algorithms and digital tools*	1	iCan Model *Computer modelling*	1	iMake Pictograms *Data Representation*	1	iOrganise Data *Data representation*
2	iMake PixelArt *Pixels and data*	2	iMake Art *Digital art*	2	iMake Media *Combining digital images*	2	iCan Control *Programming*	2	iStay Safe *Staying safe online*	2	iCan Surf *Browing*
3	iCan Sequence *Data and sequencing*	3	iAm Logical *Logical thinking*	3	iCan Move *Algorithms and programming*	3	iCan Direct *Programming*	3	iSearch Online *Online searching*	3	iDo Mail *Email*
4	iFind Patterns *Algorithms and pattern spotting*	4	iCan Sort *Data and sorting*	4	iCan Turn *Programming*	4	iMake Videos *Digital media*	4	iGuess Beasts *Using digital tools*	4	iCan Report *Combine images and text*
5	iMake Music *Algorithms and sequencing*	5	eSafety2 *Personal information*	5	iCan Animate *Animating objects*	5	eSafety 4 *Security and passwords*	5	iCan Program *Programming*	5	iCatch Aliens *Augmented reality*
6	eSafety 1 *Sequencing and recounting*				eSafety 3 *Checking online information*				eSafety 5 *Staying safe online*		

Cross Curricular Links

Staff are aware that IT and computing skills should be developed through core and foundation subjects. Where appropriate, IT and computing is incorporated into schemes of work for all subjects. IT and computing should be used to support learning in other subjects as well as developing computing knowledge, skills and understanding. St Anthony's provides pupils with opportunities to enrich and deepen learning using cross-curricular approaches and uses iCompute across the curriculum, which embeds computing in English, Mathematics, Science, Geography and History from EYFS to Year 6.