Aims and objectives

- Provide a relevant, challenging and enjoyable computing curriculum for all.
- Use computing as a tool to enhance learning throughout the curriculum.
- To respond to new developments in technology.
- To equip pupils with the confidence and capability to use computing and technology.
- To develop the understanding of how to use computing safely and responsibly

Curriculum

As a school, we embrace the role of technology and innovation in national agenda vision 2021. We appreciate that, to achieve this, pupils must have access to a curriculum which is 'balanced and broadly based'. We strive to achieve this aim by:

- Supporting all children in using technology with purpose and enjoyment
- Meeting, and building on the minimum requirement set out in the National Curriculum as fully as possible and helping all children to achieve the highest possible standards of achievement
- Helping all children to develop the underlying skills and capability which is essential to developing computing capability (such as problem solving, perseverance, learning from mistakes) and apply them elsewhere
- Helping all children to develop skills necessary to exploit the potential of technology and to become autonomous and discerning users
- Helping all children to evaluate the benefits and risks of technology, its impact on society and how to manage their use of it safely and respectfully.
- Using technology to develop partnerships beyond the school
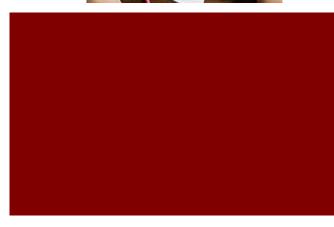- Celebrating success in the use of technology.

Computing Policy

At Dove Green we are creating a world class school that promotes a happy, caring, inclusive and environmentally friendly community; where children experience stimulating learning, fully reflecting the culture and customs of the UAE:

- Through respect
- Through the curriculum
- Through community
- Through communication and relationships
- Through personalised support and development
- Through self -analysis and evaluation

Dove Green
PRIVATE SCHOOL

Inclusion

As part of our broad and balanced curriculum, all children are taught computing and are given the opportunity to engage with a range of technology. Higher achievers and Gifted and Talented students are encouraged to become digital leaders whilst support is provided where needed and appropriate tasks set.

Parental Engagement

Parents are encouraged to support the implementation of Computing where possible by encouraging use of ICT and computing skills at home during home-learning tasks and through the school website. They will be made aware of online Safety and encouraged to promote this at home. Materials are also shared frequently through Class Dojo. Parents are also kept up to date with school trips or achievements via the school newsletter.

"Learning Together,Growing Together."

Planning and Time allocation

Key Stage 1 and 2 pupils are allocated one weekly 30-minute lesson.

Resources

A wide variety of resources is used for the delivery of lessons:

- Ipads
- Computer suite and laptops
- Smart boards
- VR Headsets
- Units of work drawn from various sources (rising stars, Twinkl)
- Devices thanks to BYOD policy

Roles and Responsibilities

The coordination and planning of the computing curriculum are the responsibility of the subject leader, who also:

- supports colleagues in their teaching, by keeping informed about current developments in computing and by providing a strategic lead and direction for this subject

- provides an annual summary report evaluating the strengths and weaknesses in computing and indicates areas for further improvement

- uses specially allocated regular management time to review evidence of the children's work, and to observe computing lessons across the school. The quality of teaching and learning in computing is monitored and evaluated by the Head Teacher as part of the school's agreed cycle of lesson observations.