

Tarbiyyah Primary School

Computing Policy

Date: September 2026

Prepared by: Headteacher & Computing Lead

Agreed with: Chair of Trustees

To be reviewed and updated: September 2027

1. Aims

Our computing curriculum aims to ensure that all pupils:

- Understand the principles of computing
- Develop confidence in using technology
- Become safe and responsible digital citizens
- Gain skills in computer science, information technology, and digital literacy

2. Curriculum Overview

We follow the **National Curriculum for Computing**, delivered through Teach Computing.

Key Areas:

- Computer Science
- Information Technology
- Digital Literacy

3. Ofsted Curriculum Statement

Aligned with expectations from Ofsted

Intent

Our intent is to provide a high-quality computing education that equips pupils with:

- The knowledge and skills to understand and use technology effectively
- A strong foundation in coding and computational thinking
- The ability to use technology creatively and purposefully
- Awareness of online safety and digital responsibility

The curriculum is:

- Clearly structured from Reception to Year 6
- Progressive, building on prior knowledge each year
- Inclusive and accessible to all pupils

Implementation

Computing is taught through:

- **One lesson per week** (45–60 minutes)
- Structured units from Teach Computing
- Clear lesson sequences that build knowledge and skills over time

Teaching Approach

- Teacher modelling and explanation
- Guided practice followed by independent work
- Use of practical and engaging activities
- Opportunities for discussion and reflection

Curriculum Delivery

- Lessons follow a consistent structure
- Vocabulary is explicitly taught
- Online safety is integrated into lessons
- Learning is adapted to meet the needs of all pupils

Impact

The impact of our computing curriculum is shown through:

- Pupils' ability to use technology confidently and safely
- Progression in knowledge and skills across year groups
- High-quality pupil outcomes in lessons

Assessment

- **Assessment takes place at the end of every topic/unit**
- Based on Teach Computing objectives
- Includes:
 - Practical tasks
 - Teacher observations
 - Questioning
 - End-of-unit activities

Assessment ensures:

- Gaps in learning are identified
- Pupils receive appropriate support or challenge
- Progress is tracked across the school

4. Year Group Expectations

Reception (EYFS)

- Explore and use technology
- Recognise its role in everyday life
- Use simple programs

Key Stage 1 (Years 1–2)

- Understand algorithms
- Create simple programs
- Use technology to organise and create content
- Use technology safely

Key Stage 2 (Years 3–6)

- Design, write, and debug programs
- Understand networks and the internet
- Use a range of software
- Evaluate digital content
- Use technology responsibly

5. Online Safety

Online safety is a key part of our curriculum.

Pupils are taught to:

- Keep personal information safe
- Recognise risks online
- Report concerns
- Treat others respectfully

This is reinforced across the curriculum and through assemblies.

6. Inclusion

We ensure that:

- All pupils can access computing lessons
- Work is adapted to meet different needs
- Support is provided where required
- Challenge is offered to extend learning

7. Resources

- Teach Computing scheme
- Laptops, tablets, or computers
- Interactive whiteboards

- Appropriate software

8. Role of the Subject Leader

The computing leader will:

- Monitor teaching and learning
- Support staff with planning and delivery
- Ensure progression across year groups
- Manage resources
- Keep up to date with developments

9. Monitoring and Review

- Policy reviewed annually
- Lessons monitored regularly
- Pupil work and assessments reviewed
- Improvements made where needed