



## Computing Action Plan 2024-2025

Subject: Computing						
<b>Overall aims:</b> To fulfil the requirements of the National Curriculum for computing. To develop the knowledge and skills that are essential for our pupils to thrive and succeed in the digital age. To shape this to our own sequence and enable our children to have the best opportunity to master the computing curriculum.						
	Objective	- Actions and timescales	Lead staff	Resources / finance including time.	Monitoring Who and How.	Success criteria
1.	To ensure all children have access to a variety of appropriate, functioning technology in school.	-Ensure all staff know where resources are kept – beebots, ipads, chromebooks and laptops. - Ensure there are systems in place to make sure all technology is appropriately managed and is in a ready to use state at all times.	CLH	Three-year replacement programme for devices to be monitored to ensure devices are functioning properly. Replace as and when needed.	CLH – monitoring computers and check that devices are maintained appropriately.  IT Engineer – 6 visits per year, to assist with maintenance programme and to recommend updates to hardware and software.  FB – ensure that	All teachers and children will have access to the appropriate technology when needed.

					the beebots are used and maintained by EYFS.	
2.	Ensure all staff are effectively teaching computing.	<ul style="list-style-type: none"> <li>-Staff meeting on accessing the various IT programmes – MR to assist.</li> <li>Review programmes used – are they effective? Any new programmes needed to help improve the delivery of the computing curriculum?</li> </ul>	CLH	Staff meeting time	<ul style="list-style-type: none"> <li>CLH – create and distribute survey.</li> <li>CLH/MR – organise training from appropriate body.</li> </ul>	All staff will be able to effectively and confidently teach computing throughout the school.
3.	Ensure all children receive a computing curriculum that will enable them to be successful in the digital world.	<ul style="list-style-type: none"> <li>-Follow a scheme of work (if appropriate and cost effective) (Kapow) and monitor its effectiveness</li> <li>-Assess children's ability.</li> <li>-Collect pupil voice – class survey.</li> <li>-Ensure that all resources needed are available and functionable</li> </ul>	CLH	Kapow? Cost?	<ul style="list-style-type: none"> <li>CLH – monitoring teaching and learning</li> <li>CLH – maintain resources and ensure they are working effectively.</li> </ul>	All children will feel confident in their computing skills, be able to reflect on their strengths and weaknesses and know the importance of computing.
4.	Ensure all children have a good knowledge of how to stay safe online.	<ul style="list-style-type: none"> <li>-Stay safe collective workshops with online focus once a half term.</li> <li>-One focussed online safety lesson each half term in class.</li> <li>-Pupil voice survey.</li> <li>-Set up and maintain ivengers initiative</li> </ul>	CLH	ivengers package	<ul style="list-style-type: none"> <li>CLH/MR – to maintain and monitor effectiveness of ivengers.</li> <li>CLH – pupil survey</li> </ul>	All children will feel confident in staying safe online and will know when they feel unsafe and what to do.