



St Anne's Catholic Primary School ***Computing Policy***

Subject: Computing

Subject Leader: Chelsea Wilkinson]

Date: September 2026

Review Date: September 2028

Subject Vision & Rationale

At St Anne's, Computing equips pupils with the knowledge, skills and understanding needed to participate safely, responsibly and confidently in an increasingly digital world. Through our Computing curriculum, children learn how technology can be used creatively, purposefully and effectively whilst developing the critical thinking skills needed to become responsible digital citizens.

Through the CUSP Computing curriculum, pupils gain a secure understanding of computer science, information technology and digital literacy. They develop computational thinking skills alongside practical knowledge of digital systems, programming and online safety. Computing builds cultural capital by preparing pupils for life in a technologically advanced society and broadening their understanding of the digital world beyond their immediate experiences.

Aims & Objectives

- To ensure full coverage of the National Curriculum for Computing.
- To develop pupils' understanding of computer science principles, including algorithms, logic and programming.
- To enable pupils to use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- To equip pupils with the knowledge and skills needed to stay safe online and act responsibly as digital citizens.
- To develop pupils' confidence, resilience and problem-solving skills through practical computing experiences.
- To enable pupils to use subject-specific vocabulary accurately when discussing computing concepts and technologies.

Curriculum Intent

The Computing curriculum is carefully sequenced to ensure progression in knowledge and skills from EYFS to KS2. Through the CUSP curriculum, pupils develop understanding across three key strands:

- Computer Science – understanding algorithms, programming and how digital systems work.
- Information Technology – using technology purposefully to create, organise and present information.
- Digital Literacy – using technology safely, respectfully and responsibly.

Vocabulary and key concepts are revisited through retrieval practice and regular opportunities to apply previous learning. CUSP knowledge notes and knowledge organisers support pupils in remembering and connecting key knowledge over time.

Curriculum Implementation

Teachers follow CUSP long-term and medium-term plans for Computing, ensuring clear progression of knowledge, skills and vocabulary. Each unit includes explicit teaching, guided practice and opportunities for pupils to apply learning independently.

Lessons are practical, engaging and knowledge-rich, enabling pupils to develop computational thinking and problem-solving skills. Retrieval practice, quizzes and regular review activities strengthen long-term retention of knowledge.

Online safety is taught both within Computing lessons and through wider safeguarding opportunities across the curriculum.

SEND and EAL pupils are supported through adapted resources, visual prompts, additional modelling and scaffolded activities to ensure full participation and success.

Curriculum Impact

Impact is evident through pupils' ability to recall and apply computing knowledge confidently and accurately. Pupils demonstrate increasing proficiency in programming, digital content creation and the responsible use of technology. They are able to explain computing concepts using appropriate technical vocabulary and make informed decisions about online safety.

Progress is measured through teacher assessment, end-of-unit outcomes, pupil discussions, practical tasks and the quality of digital work produced.

Progression & Sequencing

CUSP progression maps identify how knowledge and skills develop across year groups. In EYFS and KS1, pupils begin by exploring digital devices, understanding simple instructions and developing basic digital literacy skills. By KS2, pupils create increasingly

complex programs, understand networks and the internet, and evaluate digital systems critically.

Key milestones include:

- Understanding simple algorithms and programming instructions by the end of KS1.
- Creating, debugging and refining programs in lower KS2.
- Applying computational thinking independently and understanding digital systems in greater depth by the end of KS2.
- Demonstrating secure knowledge of online safety and responsible digital citizenship throughout their primary education.

Assessment & Monitoring

Assessment is ongoing through observation, questioning, practical tasks and pupil outcomes. Teachers use CUSP assessment guidance and criteria to determine pupils' understanding and progression.

Subject leader monitoring includes lesson visits, planning scrutiny, pupil voice, work scrutiny and reviews of digital outcomes. Evidence is triangulated through assessment records, pupil discussions, digital portfolios and teacher evaluations.

Inclusion & Equal Opportunities

All pupils have access to the Computing curriculum. Learning is adapted to meet the needs of all learners whilst maintaining high expectations. Computing provides opportunities for every child to develop confidence, independence and competence in using technology.

Teaching promotes inclusion and challenges stereotypes, ensuring all pupils see Computing as a subject in which they can succeed.

Enrichment & Cultural Capital

Computing is enriched through:

- Participation in Online Safety events and awareness initiatives.
- Opportunities to explore emerging technologies and real-world applications of Computing.
- Cross-curricular use of technology to enhance learning.
- Digital leadership opportunities within school.
- Engagement with national events such as Safer Internet Day.
- Opportunities to learn about careers in technology and computing-related industries.

Roles & Responsibilities

Teachers: Deliver CUSP Computing units with fidelity, ensuring high-quality teaching and consistent curriculum coverage.

Subject Leader: Monitor implementation and impact, support staff CPD, manage resources and promote best practice in Computing.

SLT/Governors: Ensure statutory coverage and parity of Computing within the curriculum.

Resources

Core resources include CUSP knowledge organisers and knowledge notes, laptops, tablets, programmable devices and age-appropriate software applications. Online platforms and digital tools are used to enhance teaching and learning. Resources are reviewed and maintained annually.

CPD & Subject Development

The subject leader engages with CUSP training and wider Computing networks to ensure curriculum developments reflect current best practice. CPD priorities include enhancing teacher confidence in programming, online safety and effective use of educational technology.

Policy Review Cycle

Review frequency: Every 2 years

Next review date: September 2028