



Computing

Intent

Through our Computing curriculum we intent to enable children to use computational thinking and information and communication technologies in purposeful ways: to solve problems, create content and express themselves. Key to this is ensuring the children know how to use technologies in a responsible way, recognising acceptable/unacceptable behaviour, knowing the risks online and how to deal with them. We also intend for children to be able to evaluate information technology by choosing the best application or method to solve a problem, being discerning in evaluating digital content and reflecting on their own use of technology to solve problems or present information.

Implementation

Where possible computing will form part of cross curricular learning. The children will be taught appropriate skills and then given a purposeful reason to use them. The children will have the opportunities to write computing programmes at their level in order to solve problems using a variety of resources. Whilst there is a discreet unit each year about online safety, throughout all topics attention will be paid to ensuring that children are considering how to use technology in a responsible and discerning manner.

Impact

By the end of KS2 we aim to have children who are responsible, competent, confident and creative users of information and communication technology. We aim for the children to be computer literate – able to use, and express themselves and develop their ideas through, information and communication technology –at an appropriate level as active participants in a digital world. We aim to ensure that children are ready to deal with the risks involved with online life, such as social media, so that they know how to behave, what to do if things concern them and have a realistic view of information portrayed.

	Autumn	Spring	Summer
Reception	1) Digital wisdom – how to stay on line 2) Computer science – moving a robot	1) Digital technology – things that use technology 2) Digital literacy – drawing	1) Digital literacy – multimedia presentations 2) Computer science - instructions
Year 1/2 cycle a	1) Digital technology - Technology around us 2) Digital literacy – digital writing	1) Digital literacy – painting 2) Digital literacy – grouping data	1) Computer science – making robots 2) Computer science - animation

Year 1/2 cycle b	1) Digital technology - IT around us 2) Digital literacy – pictogram	1) Digital literacy – making music 2) Digital literacy – digital photography	1) Computer science – robot algorithm 2) Computer science – quizzes
Year 3/4 cycle a	1) Digital technology - Connecting computers 2) Digital literacy – branching databases	1) Computer science – Sequences 2) Computer science – events and actions	1) Digital literacy – desktop publishers 2) Digital literacy – animation
Year 3/4 cycle b	1) Digital technology - The internet 2) Digital literacy – audio editing	1) Computer science – Repetition 2) Computer science Repetition in games	1) Digital literacy – photo editing 2) Digital literacy – Data logging
Year 5/6 cycle a	1) Digital technology - Sharing information 2) Digital literacy – vector drawing	1) Digital literacy – video editing 2) Digital literacy – databases	1) Computer science – Selection 2) Computer science Selection in quizzes
Year 5/6 cycle b	1) Digital technology - Communication 2) Digital literacy – spreadsheets	1) Digital literacy – web pages 2) Digital literacy – 3d modelling	1) Computer science – Variables 2) Computer science - Sensing