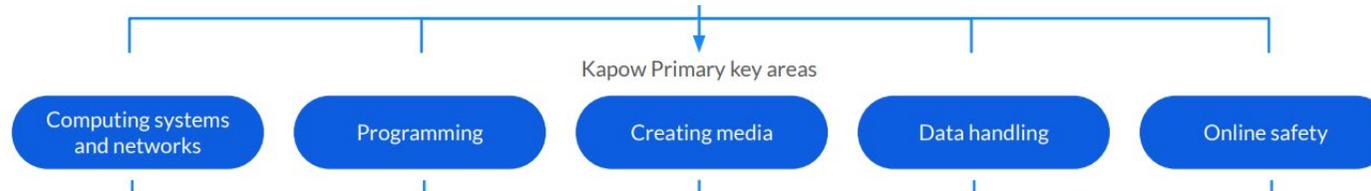




## Computing Curriculum

### Intent

Our ICT curriculum comprises a number of different strands:



We use the Kapow Primary scheme to ensure that each year group builds on the skills taught during the previous year, to ensure that by year 6 students are confident using technology, including a range of different programs, apps and websites. Using both ipads and laptops, our computing learning has links to mathematics, science, design and technology, as well as other subjects. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

### Implementation

	EYFS	Y1 & Y2	Y3 & Y4	Y5 & Y6
Year A	<p><b>Using a computer</b> Keyboard, monitor (screen), mouse, plug, connection, cable, USB, printer</p> <p><b>Introduction to data</b> Instruction, choice, sorting, pattern, share</p> <p><b>Online Safety</b></p>	<p><b>Computer systems and network</b> Improving mouse skills</p> <p><b>Computer systems and network</b> What is a computer?</p> <p><b>Programming</b> Kodable/Scratch</p> <p><b>Online Safety</b></p>	<p><b>Computing systems and network:</b> Networks and the Internet</p> <p><b>Computing systems and networks:</b> Journey inside a computer</p> <p><b>Programming:</b> Scratch</p> <p><b>Online Safety</b></p>	<p><b>Computing systems and network:</b> Search Engines</p> <p><b>Data Handling:</b> Mars Rover 1</p> <p><b>Skills Showcase:</b> Mars Rover 2</p> <p><b>Online Safety</b></p>

Year B	<p><b>Using a computer</b> Keyboard, screen, mouse, plug, connection, cable, USB, printer</p> <p><b>Introduction to data</b> Instruction, choice, sorting, pattern, share</p> <p><b>Online Safety</b></p>	<p><b>Data Handling</b></p> <p><b>Computer systems and network</b> Word Processing</p> <p><b>Creating Media</b> Digital Imagery</p> <p><b>Online Safety</b></p>	<p><b>Data Handling: Investigating</b> Weather</p> <p><b>Computer systems and network: Emailing</b></p> <p><b>Creating Media: Video</b> Trailers</p> <p><b>Online Safety</b></p>	<p><b>Creating Media: Stop motion</b> animation</p> <p><b>Programming: Micro:bit</b></p> <p><b>Programming: Music</b></p> <p><b>Online Safety</b></p>
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**Impact**

At the start of each unit children will share what they already know and discuss what they want to find out. Our topic work is enquiry based and so independent research will be built in to each block of work. At the end of the unit, children will revisit their initial discussion and add their new knowledge. Using knowledge organisers, children will be familiar with specific curriculum vocabulary and will be quizzed and discussed to assess understanding. Children will complete a ‘final piece’ to conclude their block of learning and teachers will collate evidence throughout the learning journey. This collection of photos and other evidence can be shared with parents and visitors to celebrate progress made.