

COMPUTING

St Francis Roman Catholic Primary School



COMPUTING CURRICULUM OVERVIEW

COMPUTING STATEMENT OF INTENT

At St Francis, the aim of our computing curriculum is to give our pupils the life-skills that will enable them to embrace and utilise all forms of technology in a socially responsible and safe way, in line with our core values and vision.

Through our computing curriculum, we aim to prepare our pupils to be positive contributors to the 21st century workplace and to embrace without fear, the rapidly changing world of computational systems. Not only do we want our pupils to be digitally literate and competent end-users of technology but through our computer science lessons we aim that they will develop creativity, resilience, problem-solving and critical thinking skills.

We ensure that our implementation is fully inclusive and accessible to every child. We aim that all our pupils will have a breadth of experience to develop their understanding of themselves as individuals within their community but also as members of a wider world and as responsible digital citizens.

	AUTUMN 1 (7 WEEKS)	AUTUMN 2 (8 WEEKS)	SPRING 1 (6 WEEKS)	SPRING 2 (7.5 WEEKS)	SUMMER 1 (7 WEEKS)	SUMMER 2 (6 WEEKS)
N	Throughout the year, children will take early steps in exploring different technology all around them at home and at school. During teacher led lessons, children will use phonics and maths apps to develop fine motor skills. Children will also begin to use iPads themselves, taking selfies and they are encouraged to take photos of things they have created. They will also be able to follow rules regarding careful and safe use of technology.					
Rec	Throughout the year, children will continue to take steps in exploring different technology all around them at home and at school. Children will continue to develop their fine motor skills by using different apps on iPads to achieve given goals and begin to problem solve playing different games. They will begin to familiarise themselves with beebots, giving the beebots simple directions to follow. They will be able to follow rules regarding careful and safe use of technology and begin to understand terms such as screen time in order to support their overall wellbeing					
Y1	Online safety Technology Around Us	Online Safety Digital Painting	Moving a robot	Grouping Data	Digital Writing	Animation
Y2	Information Technology Around us	Digital photography	Robot Algorithms	Pictograms	Digital Music	Quizzes
Y3	Connecting Computers	Stop Frame Animation	Sequencing sounds	Branching databases – grouping objects	Desktop Publishing – documents and modifying texts	Events and Actions in Programs – writing algorithms and programmes
Y4	The Internet – recognising networks and evaluating content	Audio Production	Repetition in Shapes – controlled looks with shapes.	Data Logging – why and how data is collected over time	Photo Editing	Repetition In Games
Y5	Systems and searching – Recognising IT systems	Video Production – planning, capture and editing	Selection in Physical Computing	Fact file databases	Introduction to vector graphics	Selection in Quizzes – design an interactive quiz
Y6	Communication and Collaboration How data is transferred online	Webpage Creation	Variables in a game	Introduction to spreadsheets	3D modelling – planning, developing and evaluating of modelling of 3D objects	Sensing movement Coding using inputs from a physical device.