



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 Computing 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.

Aims

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
 - can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
 - are responsible, competent, confident and creative users of information and communication technology

ONLINE SAFETY

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
WHOLE SCHOOL	SELF-IMAGE AND IDENTITY	PRIVACY AND SECURITY	ONLINE RELATIONSHIPS	ONLINE BULLYING	MANAGING ONLINE INFORMATION	COPYRIGHT AND OWNERSHIP
	ONLINE REPUTATION			HEALTH, WELL-BEING AND LIFESTYLE		

WIDER COMPUTING CURRICULUM

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
N	CREATING MEDIA: SELFIES	DATA AND INFORMATION: AUTUMN SORTING	CREATING MEDIA: ANIMAL PAINTING	COMPUTING SYSTEMS AND NETWORKS:	PROGRAMMING : SEQUENCING	PROGRAMMING : JOURNEYS
R	PROGRAMMING : MOVEMENT ALGORITHMS	CREATING MEDIA: WOODLAND SCENE	COMPUTING SYSTEMS AND NETWORKS: UNDERSTANDING DIFFERENT DEVICES	DATA AND INFORMATION: BRANCH DATABASES	CREATING MEDIA: LIFECYCLE BOOK	PROGRAMMING : JOURNEYS

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Y1	COMPUTING SYSTEMS AND NETWORKS – TECHNOLOGY AROUND US	CREATING MEDIA – DIGITAL PAINTING		PROGRAMMING – MOVING A ROBOT		CREATING MEDIA: DIGITAL WRITING
Y2	COMPUTING SYSTEMS AND NETWORKS: IT AROUND US	PROGRAMMING: ROBOT ALGORITHMS		PROGRAMMING: SCRATCH		CREATING MEDIA: DIGITAL PHOTOGRAPHY
Y3	COMPUTING SYSTEMS AND NETWORKS: CONNECTING COMPUTERS	PROGRAMMING: SEQUENCING SOUNDS		CREATING MEDIA: DESKTOP PUBLISHING		CREATING MEDIA: STOP-FRAME ANIMATION
Y4	COMPUTING SYSTEMS AND NETWORKS: THE INTERNET	PROGRAMMING: REPETITION IN SHAPES		DATA AND INFORMATION: DATA LOGGING		CREATING MEDIA: PHOTO EDITING
Y5	COMPUTING SYSTEMS AND NETWORKS: SYSTEMS AND SEARCHING	DATA AND INFORMATION: FLAT FILE DATABASES		CREATING MEDIA: VIDEO PRODUCTION		PROGRAMMING: SELECTION IN QUIZZES
Y6	COMPUTING SYSTEMS AND NETWORKS: COMMUNICATION AND COLLABORATION	CREATING MEDIA: WEB PAGE CREATION		DATA AND INFORMATION: INTRODUCTION TO SPREADSHEETS		PROGRAMMING: SENSING MOVEMENT