

# Computing



## Intent

At The Flourishing Schools Federation, our computing curriculum equips pupils with critical thinking skills to creatively and innovatively solve computational problems, develop an insight into natural and artificial systems, and participate responsibly and safely in the digital world. Our curriculum has links across all areas of the curriculum and provides children with the necessary skills for adult life and employment within the ever-changing technological environment in which we live.

## Implementation

The computing curriculum is integrated into all aspects of a pupil's learning. It allows them to use programs and games to support and inspire creative learning across all subject areas. Pupils use a variety of devices, such as iPads and Chromebooks, enabling them to access their learning anywhere and anytime. To enrich the learning experience, all classrooms are equipped with interactive touch boards and audio equipment. Our long-term curriculum map sets out the specific skills and knowledge children will learn in each year group, ensuring pupils become digitally literate and develop the necessary skills for the future workplace and to actively participate in the digital world."

## Links to EYFS

### Understanding the World

#### Intent

It is important to us that all children have the opportunity to make sense of the world around them through first-hand experiences. This includes their physical world as well as their community. We are a culturally diverse school, and we aim to educate children about and celebrate what is important to the children and families that we serve. These first-hand experiences help enrich and widen the children's vocabulary, supporting communication and language, and later reading comprehension.

#### Implementation

We provide a culturally, socially, and technologically diverse environment. This includes:

- Continuous provision that includes the use of technological toys or devices.
- The use of a range of technological programmable toys such as Bee-Bots.
- Children learn about online safety, including what to do if they see something online that makes them feel sad or scared, and what information to keep private.

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	Children recognise that a range of technology is used in places, e.g. home, school; explore different technologies, first with adult support, then independently; problem solve when they encounter difficulties using technology					
Year 1	<b>Computing Systems and Networks</b> Technology around Us	<b>Creating Media</b> Digital Painting	<b>Programming A</b> Moving a Robot	<b>Data and Information</b> Grouping Data	<b>Creating Media</b> Digital Writing	<b>Programming B</b> Programming animations
Year 2	<b>Computing Systems and Networks</b> IT around Us	<b>Creating Media</b> Digital Photography	<b>Programming A</b> Robot Algorithms	<b>Data and Information</b> Pictograms	<b>Creating Media</b> Digital Music	<b>Programming B</b> Programming Quizzes
Year 3	<b>Computing Systems and Networks</b> Connecting Computers	<b>Creating Media</b> Stop-frame animation	<b>Programming A</b> Sequencing Sounds	<b>Data and Information</b> Branching Databases	<b>Creating Media</b> Desktop Publishing	<b>Programming B</b> Events and Actions in Programs
Year 4	<b>Computing Systems and Networks</b> The Internet	<b>Creating Media</b> Audio Production	<b>Programming A</b> Repetition in Shapes	<b>Data and Information</b> Data Logging	<b>Creating Media</b> Photo Editing	<b>Programming B</b> Repetition in Games
Year 5	<b>Computing Systems and Networks</b> Systems and Searching	<b>Creating Media</b> Video Production	<b>Programming A</b> Selection in Physical Computing	<b>Data and Information</b> Flat-file data	<b>Creating Media</b> Introduction to Vector Graphics	<b>Programming B</b> Selection in Quizzes
Year 6	<b>Computing Systems and Networks</b> Communication and Collaboration	<b>Creating Media</b> Web Page Creation	<b>Programming A</b> Variables in Games	<b>Data and Information</b> Introduction to Spreadsheets	<b>Creating Media</b> 3D Modelling	<b>Programming B</b> Sensing Movement