

## COMPUTING CURRICULUM

Computing is planned against the objectives for the National Curriculum and delivered through TEACH COMPUTING.

The Computing Curriculum is structured into units for each year group; the planning builds on prior knowledge and experiences. It is a spiral curriculum, which means that each of the themes is revisited regularly (at least once in each year group), and pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme. This style of curriculum design reduces the amount of knowledge lost through forgetting, as topics are revisited yearly.

All learning outcomes, from year 1 to year 6, can be described through the following core strands:

- algorithms
- computer networks
- computer systems
- creating media
- data and information
- design and development
- effective use of tools
- impact of technology
- programming
- safety and security

E-safety is taken very seriously. As well as being incorporated into computing lessons, it is taught as part of E-Safety week yearly.

We realise that E-Safety is very important, especially in today's society and we want to equip children to be able to safe when using any form of technology, at school and in the wider community. By explicitly teaching our pupils how to use technology safely, they can be a part of a better internet in the future.

### 2- Year Overview

(Cycles relate roughly to each school term. 2023/2024 is Year A; 2024/2025 is Year B.)

	Cycle 1	Cycle 2	Cycle 3	Cycle 4	Cycle 5	Cycle 6
Class 1 – Year A	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Class 1 – Year B	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Class 2 – Year A	Connecting computers	Stop-frame Animation	Sequencing Sounds	Branching databases	Desktop publishing	Events and actions in programmes
Class 2 – Year B	The Internet	Audio Production	Repetition in Shapes	Data Logging	Photo editing	Repetition in Games
Class 3 – Year A	Systems and Searching	Video Production	Selection in physical computing	Flat-file database	Introduction to vector graphics	Selection in quizzes
Class 3 – Year B	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3d modelling	Sensing movement