



Curriculum map: Computing

Become the best that you can be: for learning, for life, for future success.

Intent:

Pupils will use their computational thinking and creativity to understand the ever changing world around them. Our lessons ensure that pupils become digitally literate, safe, confident and increasingly independent users of computer technologies and equip them to become active participants in the digital world. We want our pupils to have a breadth of experience to develop their understanding of themselves as individuals and as members of a wider global community, but also to develop creativity, resilience and problem-solving skills.

Implementation:

We use the Teach Computing Curriculum which uses the National Centre for Computing Education's computing taxonomy to ensure comprehensive coverage.

The units are based on a spiral curriculum, which means themes are revisited in each year group, consolidating and building on prior learning. Online safety and digital citizenship are covered within units, and are also addressed through PSHE and SMSC work. Units support all pupils as they are sequenced to build on previous lessons, and many activities are scaffolded so that all pupils can succeed. Exploratory tasks foster a deeper understanding of a concept, encouraging pupils to apply their learning in different contexts.

Impact:

At the end of the Key Stage 2, children know and understand how to be safe when using the internet and to consider themselves as programmers.

When our pupils leave us, children can talk about how computers are connected through networks and explain how these are used to communicate and share information. Pupils are confident to apply their computing knowledge and skills to create a range of media, handle data and information, create and improve basic computer programs in a variety of ways. Children will have had rich, broad and exciting experiences within their learning and this includes making links between different areas of the curriculum.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Year 3	Systems and networks Connecting computers	Creating media Desktop publishing	Creating media Stop-frame animation	Data and information Branching databases	Programming A Sequencing sounds	Programming B Events and actions in programs
Year 4	Computing systems and networks The Internet	Programming A Repetition in shapes	Programming B Repetition in games (Scratch)	Creating media Photo editing	Creating media Audio editing	Data and information Data logging
Year 5	Systems and networks Sharing information	Creating media Vector drawing	Creating media Video editing	Data and information Flat-file databases	Programming A Selection in physical computing	Programming B Selection in quizzes
Year 6	Data and information Introduction to spreadsheets	Creating media 3D modelling	Internet safety and digital literacy (Spag.com)	Internet safety and digital literacy (Spag.com)	Systems and networks Internet communication	Creating media Webpage creation
					Programming B Sensing (Crumble unit in DT)	