



## Computing Curriculum Statement

### Intent

At St Mary's Catholic Primary School, Computing plays an integral part in the curriculum and is a key skill for everyday life alongside creating aspirational and knowledge-rich pupils. Pupils will secure an understanding of the use of technology as well as staying safe and making the correct choices. Pupils will secure an understanding of the use of technology as well as staying safe and making the correct choices. Computers, tablets, programmable robots, digital and video cameras are a few of the tools that can be used to acquire, organise, store, manipulate, interpret, communicate and present information. We recognise that pupils are entitled to quality hardware and software and a structured and progressive approach to the learning of the skills needed to enable them to use it effectively. As a result of the accumulation of essential knowledge pupils' cultural capital and understanding of computing, disciplines will be substantial and will provide a secure foundation that will enable them to succeed in the next stage of their education.

### Implementation

#### Computing

Our Computing curriculum aims to ensure that all children:

- Have a secure understanding of how to stay safe online and in the real world, implementing guidance that has been taught.
- Gain a coherent knowledge and understanding of technology and how to use it effectively.
- Have a concrete understanding of programming and how programs are written, refined and developed.
- Equip children with the skills and understanding to live in an ever-increasing technological world.
- Provide a relevant, challenging and enjoyable curriculum for ICT and computing for all pupils.
- Meet the requirements of the national curriculum programmes of study for computing.
- Enable children to find, explore, analyse, exchange and present information in a variety of ways across and engaging and inspiring curriculum.
- Allow children the opportunity to apply their computing skills in different contexts and areas of the curriculum.
- Respond to new developments in technology.
- Equip pupils with the confidence and capability to use computing throughout their later life.

### Computing Overview

Theme Key:																															
		Coding and Computational thinking		Spreadsheets		Internet and Email		Art and Design		Music		Databases and graphing		Writing and Presenting		Communication and networks															
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 1	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 1.2 Grouping & Sorting		Unit 1.3 Pictograms		Unit 1.4 Lego Builders		Unit 1.5 Maze Explorers		Unit 1.6 Animated Story Books				Unit 1.7 Coding				Unit 1.8 Spreadsheets		Unit 1.9 Technology outside school								
	Weeks - 4 Programs - Various				Weeks - 2 Programs - 2DIY		Weeks - 3 Programs - 2Count		Weeks - 3 Programs - 2DIY		Weeks - 3 Programs - 2Go		Weeks - 5 Programs - 2Create A Story				Weeks - 6 Programs - 2Code				Weeks - 3 Programs - 2Calculate		Weeks - 2 Programs - Various								

Learning to live out our calling with compassion and love.

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 2	Unit 2.1 Coding					Unit 2.2 Online Safety			Unit 2.3 Spreadsheets				Unit 2.4 Questioning				Unit 2.5 Effective Searching		Unit 2.6 Creating Pictures			Unit 2.7 Making Music		Unit 2.8 Presenting Ideas								
	Weeks - 5 Programs - 2Code					Weeks - 3 Programs - Various			Weeks - 4 Programs - 2Calculate				Weeks - 5 Programs - 2Question, 2Investigate				Weeks - 3 Programs - Browser		Weeks - 5 Programs - 2PaintAPicture			Weeks - 3 Programs - 2Sequence		Weeks - 4 Programs - Various								

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 3	Unit 3.1 Coding					Unit 3.2 Online safety			Unit 3.3 Spreadsheets				Unit 3.4 Touch Typing			Unit 3.5 Email (including email safety)				Unit 3.6 Branching Databases		Unit 3.7 Simulations		Unit 3.8 Graphing								
	Number of Weeks - 6 Main Programs - 2Code					Weeks - 3 Programs - Various			Weeks - 3 Programs - 2Calculate				Weeks - 4 Programs - 2Type			Weeks - 6 Programs - 2Email, 2Connect, 2DIY				Weeks - 4 Programs - 2Question		Weeks - 3 Programs - 2Simulate, 2Publish		Weeks - 3 Programs - 2Graph								

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
YEAR 4	Unit 4.1 Coding					Unit 4.2 Online safety			Unit 4.3 Spreadsheets				Unit 4.4 Writing for different audiences				Unit 4.5 Logo		Unit 4.6 Animation		Unit 4.7 Effective Search		Unit 4.8 Hardware Investigators										
	Number of Weeks - 6 Main Programs - 2Code					Weeks - 4 Programs - Various			Weeks - 6 Programs - 2Calculate				Weeks - 5 Programs - 2Email, 2Connect, 2DIY				Weeks - 4 Programs - Logo		Weeks - 3 Programs - 2Animate		Weeks - 3 Programs - Browser		Weeks - 2										

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 5	Unit 5.1 Coding					Unit 5.2 Online safety			Unit 5.3 Spreadsheets				Unit 5.4 Databases				Unit 5.5 Game Creator			Unit 5.6 3D Modelling		Unit 5.7 Concept Maps										
	Number of Weeks - 6 Main Programs - 2Code					Weeks - 3 Programs - Various			Weeks - 6 Programs - 2Calculate				Weeks - 4 Programs - 2Question, 2Investigate				Weeks - 5 Programs - 2DIY 3D			Weeks - 4 Programs - 2Design and Make		Weeks - 4 Programs - 2Connect										

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 6	Unit 6.1 Coding					Unit 6.2 Online safety			Unit 6.3 Spreadsheets				Unit 6.4 Blogging			Unit 6.5 Text Adventures			Unit 6.6 Networks		Unit 6.7 Quizzing											
	Number of Weeks - 6 Main Programs - 2Code					Weeks - 2 Programs - Various			Weeks - 5 Programs - 2Calculate				Weeks - 5 Programs - 2Blog			Weeks - 5 Programs - 2Codes, 2Connect			Weeks - 3		Weeks - 6 Programs - 2Quizzes, 2DIY, Text Toolkits, 2Investigate											

## EYES

The teaching of Computing is practical, playful and inclusive with support and challenge from adults in class sessions, small groups and working with individuals. There is a combination of adult-led, teacher taught sessions as well as a wealth of stimulating continuous provision opportunities when adults scaffold learning through skillful interactions and questioning. Throughout all of these areas of learning and at the heart of our EYFS are the characteristics of effective learning (TBC).

Learning to live out our calling with compassion and love.

### Career Professional Development

We develop strong subject knowledge amongst all staff which is achieved through: comprehensive middle leadership development, a focus on developing all teachers' subject knowledge, computing pedagogy and the provision of high-quality planning resources. Links are made with Christ the King Catholic Collegiate to share resources and knowledge. CPD is delivered in conjunction with the Computing departments at Saint John Fisher.

### Cross Curricular

Wherever possible, the St. Mary's Catholic Primary School Computing Curriculum is enhanced by interweaving content through other subjects. To understand British Society today, pupils will have a secure understanding of how computing fits into and supports modern society.

### Impact

By the end of the curriculum all pupils will have a coherent knowledge and understanding of Technology and that within the wider world. They will have acquired the disciplinary skills by being able to ask perceptive questions, think critically, sift arguments and develop perspective and judgement. This will be assessed through a multi-faceted approach including; skillful questioning lesson by lesson, retrieval practices, and Purple Mash assessment tasks. Leaders will monitor the quality and impact of the Computing Curriculum through regular pupil voice and assess the extent to which pupils know more and remember more.