Computing

Our computing curriculum will provide children with opportunities to use computational thinking and creativity to understand and change the world. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information technology. Computing has deep links with mathematics, science, and design and technology as well as many connections to other curriculum areas; enabling children to apply and reinforce knowledge gained in other curriculum subjects.

Year A	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class 2	Computer systems - Technology around us (Yr1)	Networking - Information technology around us (Yr2)	Creating media -Digital writing (Yr1)	Online relationships (Project Evolve)	Algorithms - Moving a robot (Yr1)	Algorithms - Robot algorithms (Yr2)
Class 3	Networking & Computer systems - Connecting computers (Yr 3)	Computing systems & networks - The Internet (Yr4)	Programming & Digital design - Sequencing sounds (Yr3)	Algorithms - Repetition in shapes (Yr4)	Creating media - desktop publishing (Y3)	Online relationships (Project Evolve)
Class 4	Computer systems and networks - systems and searching (Yr5)	Computing systems and networks - communication and collaboration (Yr6)	Programming A - selection in physical computing (Yr5)	Data and information - flat-file databases (Yr5)	Creating media - web page creation (Yr6)	Online relationships (Project Evolve)
e-safety is taught alongside all units						
Year B	**Term 1**	**Term 2**	**Term 3**	**Term 4**	**Term 5**	**Term 6**
Class 2	Effective use of tools - Digital Painting (Yr1)	Creating media -Digital photography (Yr2)	Programming - Programming animations (Yr1)	Online relationships (Project Evolve)	Data & Information - Grouping data (Yr1)	Data & Information - Pictograms (Yr2)
Class 3	Effective use of tools - Stop frame animation (Yr3)	Creating media -Photo editing (Yr4)	Data & Information - Branching databases (Yr3)	Computing systems - Data logging (Yr4)	Programming & Digital Design - Events & actions in programs (Yr3)	Online relationships (Project Evolve)
Class 4	Creating media - video production (Yr5)	Creating media - introduction to vector graphics (Yr5)	Programming A - Variables in games (Yr6)	Data and information - introduction to spreadsheets (Yr6)	Online relationships (Project Evolve)	Programming B - sensing movement (Yr6)
	e-safety is taught alongside all units					

Computer systems and Networks	**Digital Literacy**	Being able to find, sort, evaluate, manage and create information in digital forms.
Algorithms and Programming	**Information Technology**	The use of any computers, storage, networking and other physical devices, infrastructure and processes to create, process, store, secure and exchange all forms of electronic data
Digital Design	**Computer Science**	The study of computers, including computational theory, hardware and software design, algorithms and the
Data and Information		