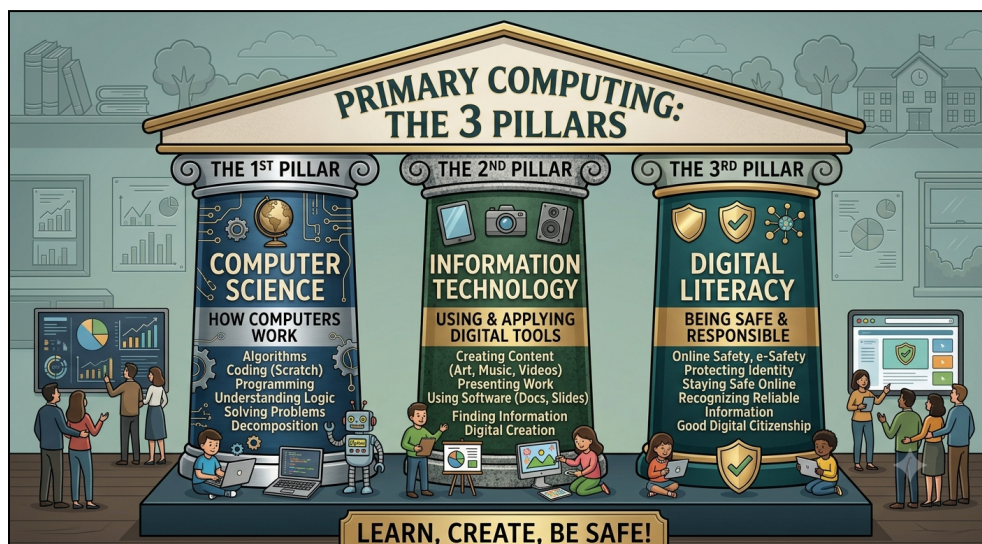


Computing

At our school, we offer an ambitious and hands-on computing curriculum, spanning right from the Early Years up to KS2. Our curriculum is compliant with the National Curriculum, but goes beyond its limitations, preparing each and every child for a fast-paced and ever-changing digital world. Our curriculum framework is carefully sequenced, meaning lesson plans are progressive and purposefully planned to build systematically on skills and knowledge from previous years.

Computing Curriculum Overview						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Cause and effect toys	Retrieving information from the internet	Introduction to floor robots	Using a simple app - glowdraw	Digital Photography- safe handling	
R	Digital Photography - self portraits	Creating a video	Collecting and analysing data	Digital media - drawing		Moving a floor robot
Y1	Basic Digital Skills	Digital Writing	Moving A Robot	Grouping Data	Digital Painting	Programming Animations
Y2	Digital Photography	Information Technology Around Us	Robot Algorithms	Pictograms	Making Music	An Introduction To Quizzes
Y3	Stop-Frame Animation	Connecting Computers	Sequence In Music	Branching Databases	Desktop Publishing	Events And Actions
Y4	Photo Editing	The Internet	Repetition In Shapes	Data Logging (Microbits)	Audio Editing	Repetition In Games
Y5	Video Editing	Sharing Information	Selection In Physical Computing	Flat-File Databases	Vector Drawing	Selection In Quizzes
Y6	Web Page Creation	Communication	Variables In Games	Introduction To Spreadsheets	3D Modelling	Sensing

We use a range of teaching resources sourced from the National Center for Computing Education (NCCE) and supplement these with our own bespoke Digital Skills Curriculum. This enables pupils to practise utilising computational thinking and digital literacy skills right across all curriculum subjects, ensuring that our pupils leave KS2 able to expertly navigate the Three Pillars of Computing.



Our curriculum balances abstract concepts with rich, real-world applications. We offer a wide range of computing experiences designed to inspire our pupils and give them a window into potential future careers. Throughout their time with us, children engage in:

- **Computer Science:** Mastering coding, programming, and algorithmic thinking.

Computing

- **Information Technology:** Podcasting, creating digital magazines and newspapers, producing animations, and exploring digital photography.
- **Digital Literacy & Citizenship:** Navigating the online world safely and effectively.

We have also created a comprehensive Digital Citizenship curriculum which explicitly teaches pupils about all aspects of e-safety and empowers them to build and maintain a positive digital presence.

Digital Citizenship Lessons						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Understanding the SMART Rule	Understanding who we should talk to online	Know how to be safe and SMART online	Know what a Digital Footprint is	Know how to balance our use of media	Reliable information
Y2	How can we stand up for someone online?	What digital footprint do you leave online?	Know how to identify cyberbullying and what to do when I see it	How do I know what I see online is real?	Being kind online	How do you stay safe when visiting a website or app?
Y3	Know the different ways that we can communicate online	To use knowledge about online safety to plan a party online	Know how to identify online adverts and targeted adverts.	Know what cyberbullying is	Know how to send and receive emails	Know how to create strong passwords and understand privacy settings
Y4	Understand how to be a responsible digital citizen.	Create an online safety superhero character.	Know how to identify cyberbullying and what to do when I see it.	Know how to use a search engine safely and effectively.	Understand what plagiarism is and identify how to report concerns	Know how to create online profiles safely and keep personal information private.
Y5	Identifying spam emails and what to do with them.	To write citations for the websites I use for research.	Know how to identify spam messages and what to do when I see it.	Powerful Passwords Know how to create a strong password.	False Photography Know how to recognise when, how and why photographs we see may have been edited.	Know how to apply safety rules to real life scenarios.
Y6	Understand the benefits and pitfalls of online relationships.	Know how to use technology safely, respectfully and responsibly.	Know how to identify the similarities and differences between bullying and cyberbullying, and identify good strategies to deal with them.	Know how to identify different types of spam and what to do when I see them.	Know how to assess the reliability of sources of information online; and how to make safe, reliable choices from search results	I can use my knowledge of online safety to create a multiple choice quiz.

EY E-Safety Learning						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Whose Toy Is This? Ask first, Play nice, Put down	Sticky Fingers: Device care	Safer Internet Day: Can I Hug It? Is it real or is it fake?	The Funny Tummy Feeling: What to do when a device makes you scared or sad	My Turn, Your Turn: Sharing and turn taking with devices	Bedtime For Tablet: Understanding health and sleep around device usage
R	The 'Ask First' Rule: Asking an adult for permission to use devices	My Information Is Secret: Who is safe to communicate with and what information can I share?	Real Vs. Make-Believe How can we spot things that aren't true online?	The 'Uh-Oh' Feeling: What to do if something online makes me sad or scared.	Kindness Behind The Screen: Being a good digital citizen.	Balancing Time: Screen time and our health.

Following our whole-school commitment to communication, oracy opportunities are deliberately embedded into every computing lesson. Pupils are provided with structured talk opportunities to help them use high-level Tier 3 technical vocabulary. This empowers them to clearly articulate their computational thinking, debug programs collaboratively, and critique digital content with confidence.

Our curriculum is intentionally designed to give all learners—particularly the most disadvantaged and those with special educational needs and disabilities (SEND)—the cultural capital and skills they need to succeed. We achieve this through the use of;

Computing

- **Equitable Endpoints:** Having the same high expectations for the final learning outcomes of all pupils, regardless of their background or needs.
- **Adaptive Pedagogy & PedTech:** Where required, adaptive teaching and targeted PedTech (Pedagogical Technology) are leveraged to remove barriers to learning.
- **Shared Journeys:** This ensures that disadvantaged pupils and those with SEND engage in the same learning journey as their peers with highly personalised, targeted support.

We believe that a truly ambitious computing curriculum extends far beyond our weekly lessons. To spark curiosity and bring digital learning to life, we offer a rich calendar of enrichment opportunities throughout the year. Our pupils actively participate in key national awareness days, such as *Safer Internet Day*, which reinforce our digital citizenship values.



We regularly host hands-on physical computing workshops, including *LEGO Robotics* and *Micro:bit code-along sessions*, where children can see their code manipulate the physical world in real time. Our annual STEM Weeks celebrate innovation, while specialised trips to the Apple Store for creative workshops give pupils access to industry-standard tech environments. Furthermore, our popular coding after-school clubs provide an extra space for enthusiastic tech leaders to collaborate, experiment, and deepen their programming expertise.

