Computing

Celebrating Our Diversity

We are learning that whatever our gender, upbringing, ethnicity, sexuality and age anyone can be great Computer Scientists. We will celebrate this by exploring prolific people from the world of technology from diverse backgrounds.

Creating Independent Thinkers

Computational thinking is key in Computing, thinking step by step like a computer. Coding creates independent thinkers as children are encouraged to debug and solve their own problems.

Producing Global Citizens in a Caring Community

Computing is more than just a school subject, it is very much a part of our everyday lives. Our young people will access a variety of technologies outside of school for pleasure. Technology brings the world together and enhances our lives.

Our computing curriculum encompasses a variety of different technologies. We are preparing our children for future careers and hobbies through the use of word processing, digital music, coding, graphic design and spreadsheet packages.

Developing Opportunities Through Our Curriculum

Aspiring To Be Technological Innovators

Computing naturally requires our children to be innovators. It is an exciting way of inspiring them and encouraging them to embrace challenges.

'Following Christ we reach our goals'

St. Edward's Catholic Primary School
Computing

The purpose of our curriculum

The Computing curriculum is arranged into three inter-related strands	
Computer Science	Information Technology
Digital Literacy	

Topics

Coding and Computational Thinking	Spreadsheets
Internet and Email	Art and Design
Music	Databases and Graphing
Writing and Presenting	Communication and Networks

EYFS

Within the Early Years setting computing is not required to be studied as a discrete subject. However, our computing scheme of work has activities to fit into the seven strands of learning for Early Years. This means children are able to use devices to support the achievement of their early learning goals. The seven areas of development are: Literacy, Mathematics, Expressive Arts and Design, Understanding the World, Communication and Language, PSED and Physical Development

Year 1 & 2

Year 1

Online Saftey
Introduction

Grouping and Sorting
Sort and group items by criteria

Pictograms
Recording data in the form of pictures

Lego Builders
Following and creating simple instructions

Maze Explorers
Using direction keys to create algorithms

Animated Stories
Adding sound, animation and background to a picture

Coding
Creating and naming a simple computer program

Spreadsheets

Technology Outside School

Year 2

Coding
Creating programs from a design

Online Safety
Sharing work within the school community using display boards and email

Spreadsheets
Editing spreadsheets and using totalling tools

Questioning
Using databases to answer questions

Effective Searching
Exploring the internet

Creating Pictures
Exploring artists and recreating pictures

Making Music
Combining sounds

Presenting Ideas
Creating fact files and quizzes

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Year 3 & 4

Year 3

Coding
Creating flowcharts, interactive scenes and introducing times

Online Safety
Exploring passwords and age restrictions

Spreadsheets
Adding and editing data in a table
Presenting With Google Slides
Adding animation and media to presentations
Typing
Using left hand and right hand

Email
Using address books and adding attachments

Branching Databases
Creating branching databases

Simulations
Exploring and understanding simulations
Graphing
Solving investigations and recording in graphic form

Year 4

Coding
Applying IF/Else statements

Online Safety
Exploring identity theft and plagiarism

Writing for different audiences
Exploring font/ size and style for impact
Logo
Creating shapes and letters

Animation
Exploring stop notation animation
Effective searching
Access information sources as true and reliable
Microbits
Coding Microbits

Artificial Intelligence
Understanding AI impact
Hardware Investigators
Understanding the parts of a computer
Making Music
Composing melodic phrases

Year 5 & 6

Year 5

Coding
Understanding decomposition, abstraction and the use of friction code
Online Safety
Protecting privacy and referencing sources in work

Word Processing
Adding and editing images and tables to Google Documents

Databases
Creating a database around a topic

Game Creator
Design and share a game

3D Modelling
Design refine and paint a model

Concept Maps
Understanding and creating a concept map

Spreadsheets
Using formulae for length and distance

Year 6

Coding
Designing a playable game with a timer and score

Online Safety
Digital footprints and balancing technology time

Spreadsheets
Using Google Sheets for event planning

Blogging
Planning and writing a blog

Text Adventures
Planning a map based text adventure

Networks
Exploring LANs and WANs

Quizzing
Creating picture based quizzes
Binary
Understanding binary and how it is used in systems

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