



Computing

Curriculum Expectations

Computing at Barndale

Our computing curriculum is designed to support our pupils in safely and confidently accessing the digital world. Whilst we aim to cover the breadth of the curriculum we will tend to focus on the depth of digital safety, communication and digital packages for functional living. All pupils have access to a chromebook within school to ensure the digital learning can be reinforced frequently and independently, where possible. Whilst pupils will have a mixture of devices at home we will promote the range and familiarisation with them all, especially in a more 'cloud' based working environment in the future.

Intent

We offer a structured sequence of lessons, helping teachers to ensure that they have covered the skills required to meet the aims of the national curriculum, through NCCE. The content allows for a broad, deep understanding of computing and how it links to children's lives. It offers a range of opportunities for consolidation, challenge and variety. This allows children to apply the fundamental principles and concepts of computer science. They develop analytical problem-solving skills and learn to evaluate and apply IT. It also enables them to become responsible, competent, confident and creative users of information technology.

Implementation

Computing will be taught through engaging, motivating and progressive units across the school. Computing lessons will:

- ❖ start with an engagement/thought provoking challenge
- ❖ allow pupils to evidence their learning using digital programmes, photographs and presentations
- ❖ allow pupils to experience different interfaces

Impact

To evidence that our pupils can do more and know more in Computing we will:

- ✓ Collate evidence to monitor progress
- ✓ Monitor teaching
- ✓ Review schemes of work
- ✓ Follow achievements through progression maps
- ✓ Digital portfolios

Area	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	BSquared Skills
Engage Ladybirds	Cause and effect toys, interacting with toys (buttons/switches), following instructions, using ipad for apps/photo, controls for mouse/keyboard						
Engage/Activate Bee							
	Programming A = 1, Programming B = 2, Creating media = 3, Data and Information = 4, Computing Systems and Networks = 5						
Activate Hedgehog Ks1	1 - Sequencing Sound	2 - Events and actions in programs	3 – Stop Motion animation	4 - Grouping Data	5 - Connecting computers	3 – Repetition in shapes	Steps 1-2
Activate Squirrels Yr 3-4	1 – Programming in games	2 – Programming in quizzes	3 – Photo Editing	3 – Webpage creation	4 – Data Logging	5 – The Internet	Steps 3-4
Activate Foxes Yr5	1 – Selection in Quizzes	2 – Selection in Physical computing	3 – Audio production	3 – Video Production	5 – Systems and searching	4 – Flat-file databases	Steps 5-6
Activate Badgers Yr6	4 – Communication and collaboration	1 – Sensing Movement	3 – 3D modelling	2 – Variables in Games	3 – Vector Graphics	5 – Internet Communication	Step 7-8
Consolidate Deer	NCFE Functional Computing						