

Computing

Empowering pupils to find creative solutions using computational thinking skills!

At NET, our Computing curriculum aims to ensure that all pupils:

- Explore the concepts of computational thinking to gain an understanding that these problem-solving skills can be used in computing, across the curriculum, and throughout their lives.
- Understand what algorithms are and how they can be implemented as programs on digital devices.
- Use computational thinking skills to design, write and debug programs that accomplish specific goals.
- Develop knowledge in Digital literacy to use technology safely, respectfully and responsibly (*linked with RSE*)
- Develop the ability to become digital creators, learning about the design and development of digital media in different forms.
- Develop an understanding and curiosity about digital technology around them.

The curriculum is based on the Teach Computing scheme of work, with Online Safety further embedded within the RSE curriculum. The units for key stages 1 and 2 are based on a spiral curriculum. This means that each of the strands are revisited regularly, through a new unit that consolidates and builds on prior learning. Pupils draw conclusions and use computational vocabulary to discuss and present their findings in a range of different ways.

Long Term Plan

	Autumn	Spring	Summer
EYFS	There are many opportunities for young children to use technology to solve problems and produce creative outcomes. In particular, there are opportunities within each area of the framework to enable practitioners to effectively prepare children for studying the computing curriculum. In EYFS, children will focus on screen time, Online Safety, Device handling and coding.		
Year 1/2 24/25	Digital Painting <i>Creating Media</i>	Digital Writing <i>Creating Media</i>	Digital Photography <i>Creating Media</i> Digital Music <i>Creating Media</i>
Year 1/2 25/26	Technology around us/IT Around Us <i>Computing Systems and Networks</i> <i>Combine units</i>	Moving a Robot <i>Programming A</i>	Programming Quizzes <i>Programming B</i>
Year 3/4 24/25	Stop Frame Animation <i>Creating Media</i>	Sequence Sounds <i>Programming A</i> Events and Actions in Programs <i>Programming B</i>	Repetition in Shapes <i>Programming A</i> Repetition in Games <i>Programming B</i>
Year 3/4 25/26	The Internet <i>Computing Systems and Networks</i>	Audio Production <i>Creating Media</i> Data Logging <i>Data and Information</i>	Desktop Publishing <i>Creating Media</i>
Year 5/6 24/25	Video Production <i>Creating Media</i>	Selection in Physical Computing <i>Programming A</i> Selection in Quizzes <i>Programming B</i>	Sensing Movement <i>Programming B</i>
Year 5/6 25/26	Communication and Collaboration <i>Computing Systems and Networks</i>	Web Page Creation <i>Creating Media</i>	Flat-File Databases <i>Data and Information</i>