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**Buckingham Primary Academy - Computing**

At Buckingham Primary Academy, we believe that it is vital for all our pupils to learn from and about Computing and Technology, so that they can understand the world around them. Through teaching computing at Buckingham Primary Academy we aim to equip our children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology. It is our intention to enable children to find, explore, analyse, exchange and present information as well as having the skills to manipulate, develop and interpret different forms of technology in an ever-changing world. In such a fast moving curriculum, we are constantly looking at new ways of delivering relevant and exciting activities, while still delivering the fundamental skills needed for computing. Using technology safely and responsibly is a main priority and ensuring all are able to use the internet and equipment appropriately is of paramount importance. Perseverance is key in Computing to ensure that pupils do not stop when they come to barrier but work through using the skills they have learnt and ensuring the achieve a high level of success and progression. We encourage our pupils to make links across the curriculum, the world and our local community, to reflect on their own experiences, which are designed in our 3D curriculum, allowing horizontal and vertical links with previous year groups.

As a school we use a learning challenge concept, which is designed around children taking more involvement with their own learning and culminates in a challenge/project. Our computing curriculum is built around three aspects of computing; E-safety, Digital literacy and Programming/Coding. It requires deep thinking and encourages learners to work using a challenge as their starting point and advance their cultural capital.

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|  | **Autumn 1** | **Autumn 2** | | **Spring 1** | | **Spring 2** | **Summer 1** | | **Summer 2** |
| **Year 1** | E-safety:  Using the internet safely | Digital Literacy & E-safety: using a computer/device | | E-safety:  Using the internet safely | Coding with Beebots | Digital Literacy: bug hunters | Digital Literacy: potty painters | | Coding: Scratch Jnr - introduction and fundamentals |
| **Year 2** | E-safety: Staying safe on the internet | Digital Literacy & E-safety: using a computer/device | | E-safety: Staying safe on the internet | Coding: Scratch Jnr - introduction and fundamentals | Digital Literacy - using a computer including word processing.  Saving and opening documents | E-safety: Google Share with care | Digital Literacy: taking and using photos | Coding: Scratch Jnr - introduction and fundamentals |
| **Year 3** | E-safety: Google Share with care | Digital Literacy & E-safety: using a computer/device | Word processing  PowerPoint | Digital Literacy: Explore a Topic with Research and Collaboration | E-safety: Google Share with care | Coding: Animations - Space | Coding: Sound and music - Rock band | | Coding: project |
| **Topic related activities throughout the year.** |
| **Year 4** | E-safety: Google Don’t fall for fake | Digital Literacy: Research and develop a topic | Word processing  PowerPoint | E-safety: Google Don’t fall for fake | Coding: Interactive - Chatbot | Coding: Game - Boat race | Stop motion animation | | Coding: project |
| **Topic related activities throughout the year.** |
| **Year 5** | E-safety: Google Secure your secrets | Digital Literacy: Plan an event | | E-safety: Google Secure your secrets | Coding: Scratch - Space Junk Game | Coding: Catch the Dots Game | Animation through varied apps and websites | | Coding: project |
| **Topic related activities throughout the year.** |
| **Year 6** | E-safety: Google It’s cool to be kind | Digital Literacy: Explore a Topic with Research and Collaboration | | E-safety: Google It’s cool to be kind | Coding: scratch maths  Building with Numbers | Coding: Scratch Memory game | Digital Literacy: Childnet video competition | | Coding: project |
| **Topic related activities throughout the year.** |