

Corpus Christi School - Computing Curriculum Overview - EYFS



Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

Computing is not explicitly discussed in the Early Years Curriculum (from September 2021), however the follows goals could be used to match with Computing areas. Furthermore, there may be a necessity to use technology in the classroom where the child/children are interested in line with their development.

Personal, Social and Emotional Development

- Remember rules without needing an adult to remind them.
- Show resilience and perseverance in the face of a challenge.
- Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.

Physical Development

- Match their developing physical skills to tasks and activities in the setting.
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.

Understanding the World

- Explore how things work.

Expressive Arts and Design

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

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Year One	<p>Digital Literacy – E-Safety and Understanding Technology</p> <p>In this unit, children learn about the potential dangers in the online world and what basic steps we all need to take in order to have positive digital experiences. The first lesson, which is intended to be taught at the start of the school year, focuses on why it is important for children to name their creative work. They go on to learn about using a search engine safely to find pictures. Children learn the SMART rules and look at what personal information should be kept safe when using the Internet. The lessons then explore the positives and potential negatives of online communication, such as email, and children will develop the skills to recognise potential dangers and act accordingly to keep themselves and others safe.</p>		<p>Computer Science – Programming</p> <p>In this unit about programming toys, children will be introduced to the principles of programming through unplugged tasks and the use of Bee-Bots (or similar programmable toys). They will be introduced to algorithms as a set of step-by-step instructions given to a device, will learn how to debug simple algorithms and how to use logical reasoning to predict how a program will behave.</p>		<p>Information Technology – Word Processing</p> <p>This Word Processing Skills unit will teach your class basic typing and word processing skills. Children will learn how to type with two hands, use the shift, space and enter key properly, and edit work by using the backspace, delete and arrow keys. Children will then go on to learn how to use undo and redo and to select and format text.</p>	
Year Two	<p>Digital Literacy – Online Safety</p> <p>In this unit, children learn how what they do online leaves a trail called a digital footprint. They will look at how to improve the efficiency of their online searches, the types of websites that are best for children to access when looking for information, as well as how to identify inappropriate content and the actions they should take if they do. Children will be introduced to the term 'cyberbullying' and look at how they should communicate online and deal with instances of people being unkind via digital means.</p>		<p>Computer Science – Programming with Scratch Jr</p> <p>This unit introduces children at Key Stage 1 to the principles of coding, using the age-appropriate ScratchJr software. A more accessible version of the popular Scratch Program and aimed at age 5-7, ScratchJr is available as a free app for Apple, Amazon and Android tablets. The platform encourages basic understanding of algorithms and how to create precise instructions for visual working programs. It begins to develop a sense of creating, debugging and logical reasoning, which are required for further programming at KS2.</p>		<p>Information Technology – Using the Internet</p> <p>This unit introduces children to using the Internet safely and with a purpose. Children are shown how to search the Internet using one word, how to make sense of the returned results, how to use "for kids" to return more suitable results and how to follow links and return to the search results. Children are encouraged to use a range of search engines, including Google, Bing and Yahoo, and some more child-friendly engines like Kidrex. The children then learn to blog safely and responsibly. The focus is on how to blog in a safe and responsible way, looking at how to blog well, and how to post and respond to comments effectively.</p>	
Year Three	<p>Digital Literacy – Online Safety</p> <p>In this unit, children are introduced to email and other forms of online communication. They will look at how to write and send emails, as well as how to decide if an email is safe to open. They will build on their existing knowledge of cyberbullying and how to deal with unkind behaviour online. The use and importance of privacy settings is introduced and children will discuss the types of information we should not share online. They will build on the idea of a digital footprint by thinking about how the adverts they see online are targeted at them. Children will finish the unit by using the knowledge they have gained to plan a party using online communication methods.</p>		<p>Computer Science – Programming – Turtle Logo and Scratch</p> <p>This Programming Turtle Logo and Scratch unit will teach your class to create and debug algorithms. Children use the basic commands in Logo to move and draw using the turtle on screen, and then further develop algorithms using the "repeat" command. These skills are then developed by teaching children to create algorithms in Scratch using a selection of blocks.</p>		<p>Information Technology – Word Processing</p> <p>In this unit, children will learn to use various features for formatting text. By the end of the unit all children should be able to: use undo and redo, make text bold, italic or underline, select text in different ways, change case and align text.</p>	

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Year Four	<p>Digital Literacy – Online Safety In this unit, children learn about preventing and dealing with cyberbullying, how to use search engines efficiently, how to avoid plagiarism online and how to be a good digital citizen. The unit ends with children applying their new knowledge to design a character to be displayed around school to promote online safety.</p>		<p>Computer Science – Programming – Scratch – Questions and Quizzes This unit follows up the earlier units on programming Scratch on a computer/tablet. In this unit, the children write quizzes by combining questions. While specific skills in Scratch are taught, the unit aims to teach children the wider programming skills of solving problems, testing, debugging, improving and evaluating.</p>		<p>Information Technology – Animation This unit teaches children the basic principles and techniques of simple animation. Beginning with the history of animation, children research some of the early animation techniques used before the availability of computers. The lessons then compare a range of free animation software and children incorporate the different techniques into their own animation. After experimenting, children are then given the opportunity to evaluate their experiences in the final lesson.</p>	
Year Five	<p>Digital Literacy – Online Safety In this unit, children will learn about email safety, with a focus on preventing and dealing with spam. They will consider the importance of strong passwords and learn how to create them. Children will build on their knowledge of plagiarism and fair use of other people's work by learning how to write citations and references for websites they may use. They will scrutinise photographs that they see online and learn how easy it is to manipulate pictures and present them as reality.</p>		<p>Computer Science – Programming – Scratch – Game Developers This unit builds on the previous unit in Year 4 (Questions and Quizzes), using Scratch to build and edit algorithms for simple games. The unit is designed to help children develop their skills in writing their own algorithms as well as editing and debugging existing codes.</p>		<p>Information Technology – Radio Station This unit allows children to use software and digital devices for recording sound. Based around the theme of a radio station, it is designed to encourage a creative approach that includes interviewing, making adverts and using jingles. Other software is incorporated to enable children to write scripts and design additional advertising for their radio station. Opportunities are included for children to present, listen, review and evaluate their own content as well as professional and commercial examples, plus those created by their peers.</p>	
Year Six	<p>Digital Literacy – Online Safety In this unit about online safety, children will be taking a more in depth look at a variety of online safety issues, most of which they will have been familiarised with in previous years. They will be introduced to the idea of the internet as a type of media, and how it can shape our ideas about boys and girls through stereotypes. Children will be given ways to deal with online content that they find worrying or even believe to be dangerous.</p>		<p>Computer Science – Programming – Scratch – Animated Series This unit builds on the previous unit in Year 5 (Scratch: Game Developers) as well as prior units introducing Scratch in Year 2 and Year 4. The unit is designed to help children in continuing to develop their skills in writing their own algorithms as well as editing and debugging existing codes. New skills are introduced to structure code and animate characters and scenes, gradually building to create a short animated story.</p>		<p>Information Technology – Film Makers This aim of this unit is to allow children to explore various aspects of film-making. In doing so, they must choose and use appropriate software in order to complete tasks such as writing a script, researching information, filming and editing. As well as using digital devices for recording (video camera or tablet), children work through pre- and post-production stages, planning high-quality interviews for a documentary and completing the process with use of video editing software such as Windows Movie Maker/iMovie. We will complete the unit with a special screening or awards ceremony for the budding young film-makers!</p>	