

Our Primary Computing curriculum is currently delivered using the iCompute computing scheme. Through its use, teachers are able to support the children in gaining the knowledge, skills and understanding of the computing curriculum. It also helps prepare children for challenges when using devices in the wider world. It covers a range of units and outlines opportunities for children to further their understanding of computing in other areas of the curriculum such as Maths, English, Art and History.

Below, is an overview of the units the children will experience in KS1 and KS2 as part of the Computing curriculum at our school this year:

Term	1 <sup>st</sup> Half	2 <sup>nd</sup> Half
Autumn	KS1 iAlgorithm Sessions 1-3	Y1 iProgram Sessions 1-3
	Off-computer activities to support understanding of algorithms	Creating and following algorithms Programming physical and virtual toys
Spring	Y1 iPad	Y2 iProgram Sessions 1-3
		Creating simple animations
		KS1 iSafe Sessions 1-3
	Programming virtual BeeBots	Personal information and being safe online
Summer	Y2 iSearch Sessions 1-3	Y1 iWrite Sessions 1-2
	Using the web to find things out	Creating and manipulating digital text
	Y1 iModel Sessions 1-2	
	Introduction to computer modelling	
Term	1 <sup>st</sup> Half	2 <sup>nd</sup> Half
Autumn	Y3 iProgram Sessions 1-3	Y4 iProgram Sessions 1-3
	Games and animation development	Making shapes and navigating mazes
Spring	LKS2 iAlgorithm Sessions 1-3	LKS2 iSafe Sessions 1-2
		Staying safe online
		LKS2 iData Sessions 1-2
	Sorting and splitting. How problems can be solved more easily	Introduction to data representation
Summer	LKS2 iConnect Sessions 1-3	Year 3 iPad
	Computer networking incl. using web browsers and search engines safely and effectively	Programming with Kodable
	Y3 iSimulate Sessions 1-3	
	Exploring Computer Simulations	
Term	1 <sup>st</sup> Half	2 <sup>nd</sup> Half
Autumn	Y5 iProgram Unit 1 Sessions 1-4	UKS2 iAlgorithm Sessions 1-4
	Designing and developing computer games	Searching, Sorting and Networks. Efficient algorithms
	Y6 iProgram Sessions 1-4	UKS2 iSafe Sessions 1-4
	Designing and developing computer programs	Staying safe in a digital world
Spring	Y5 iWeb Sessions 1-2	Y6 iNetwork Sessions 1-3
	Remixing and creating web content using HTML	Networks, data and creating web content
Summer	Y5 iProgram Unit 2 Sessions 1-4	Y6 iApp Sessions 1-3
		Designing and developing mobile apps
		Year 5 iPad
	Designing and developing multi-level X-Box games	Programming with Hopscotch