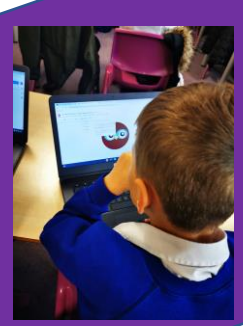
Computing @ Mereside Primary Academy

Intent: We want our children to excel in computing and aim to provide a creative and engaging curriculum to develop our children's resilience, creativity and interpersonal skills for their future role in society and the 'soft' skills future employers will value.



At Mereside we follow a discrete computing curriculum in KS1 and KS2. This, alongside the digital literacy work that we use from Project Evolve, helps our pupils to be able to use a wide range of technology and use it safely. All pupils have weekly access to discrete computing lessons, where they use are able to learn using hardware including: Chromebooks, iPads, Raspberry Pi, Spheros, BeeBots, digital cameras and software including: Google suite and Classroom, Scratch, TinkerCad, Audio and Film making software, and much more.
All pupils, regardless of gender or ability are able to access the computing curriculum and we regularly share updates with parents to ensure e-safety at home can be managed.
We have digital-leaders in school, who help promote our digital literacy and who help co-lead with staff, after school clubs dedicated computing clubs.

Through our curriuculum we ensure the **'Education for a Connected World'** framework created by UKCIS and UK Government (2018) is met.
For any other information, please contact teacher@mereside.fcat.org.uk

Computing in KS1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – Technology around us	Creating media- Digital painting	Creating media – Digital writing	Data and information – Grouping data	Programming A – Moving a robot	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Creating media – Digital music	Data and information - Pictograms	Programming A – Robot algorithms	Programming B – An introduction to quizzes

Computing in KS2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation	Creating media – Desktop publishing	Data and information – Branching databases	Programming A – Sequence in music	Programming B – Events and actions
Year 4	Computing systems and networks – The internet	Creating media - Audio editing	Creating media – Phot editing	Data and information – Data logging	Programming A – Repetition in shapes	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing	Creating media – Video editing	Data and information – Flat-file databases	Programming A – Selection in physical computing	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication	Creating media - 3D modelling	Creating media – Web page creation	Data and information - Spreadsheets	Programming A – variables in games	Programming B - Sensing