ST ANTHONY'S CATHOLIC PRIMARY SCHOOL

Computing Overview

Year A	Our intent is... • To be masters of technology in in an ever- changing digital world. • To digitally problem solving. • To be fluent with a range of tools to best express their understanding. • To independence and confidence to choose the best tool to fulfil the task and challenge set by teachers. • To be creators not consumers. • To inspire all to produce and share their learning in creative ways. • To facilitate opportunities for all children to apply their knowledge creatively which will in turn inspire our pupils to become skilful computer scientists. • To use technology positively, responsibly and safely. • To understand that there is always a choice with using technology.	At St Anthony's we will... • Teach computing in direct computing lessons, and the use of technology is encouraged to support learning across all curriculum areas. • Use the NCCE computing curriculum scheme of work to cover the three areas of the computing national curriculum: digital literacy, computer science and information technology. In addition to the online safety objectives supported with our PSHE and Project Evolve curriculum. • Plan every lesson in our scheme so that it can be effectively taught using the infrastructure we have in place at school to ensure it meets the needs of all our pupils. • Ensure our scheme is also closely referenced against the 2014 national curriculum attainment targets in order to ensure progression and coverage. • Facilitate discreet lessons that means the children are able to develop depth in their knowledge and skills over the duration of each of their computing topics. • Where appropriate, implement meaningful links between the computing curriculum and the wider curriculum. • Provide computing lessons where the children will use either iPads, laptops or desktops in order to access a range of apps and software. • Teach online safety regularly at an age appropriate level. • Ensure children are exposed and taught about vocabulary linked to computing and key skills for life including touch-typing.	Our children will... • Be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school. • Have a secure and comprehensive knowledge of the implications of technology and digital systems. • Be able to recognise the dangers that exist from the use of technology and understand how to access online systems safely. • By the end of each key stage, know, apply and understand the matters, skills and processes specified in our NCCE curriculum. • Reach the end of year expectations in terms of attainment and progress. • Will be given feedback and ways to improve their work either verbally, using Seesaw and/or appropriate small group work. • Communicate with the subject leader regularly as she reviews each part of the Computing curriculum and attends learning walks whilst observing and contributing to the teaching of the curriculum across the school.

	Autumn		Spring		Summer	
EYFS	Creating Media - Marvellous Me.	IT - Unplugged. Awesome Autumn	Creating Media - Music Creation	IT - Unplugged. Busy Bodies	IT - Technology Around Us.	IT - Unplugged. Summer Surprise
EYFS Key Skills in Computing.pdf	Patterns, Creating, Collaborating, Persevering, Tinkering. Online Safety Unit	Patterns, Logic, Decomposition, Creating, Collaborating, Algorithms Awesome Autumn Skills.pdf	https://springroll-tcpbskids.org/music-maker/d0f261dffc3c8f713fa5a22bb99d7f9afd04cb56/release/index.html	Patterns, Logic, Decomposition, Debugging, Algorithms, Abstraction Busy Bodies Skills.pdf	https://www.ilearn2.co.uk/computerdiscoveryfree.html/ Online Safety Unit	Tinkering, Persevering, Patterns, Logic, Decomposition, Debugging, Collaborating, Algorithms Summer Surprise Skills.pdf
Year 1/2	Computing Systems And Networks - Technology Around Us.	Computing Systems And Networks - IT Around Us	Programming - Moving A Robot.	Programming - Robot Algorithms.	Creating Media -Digital Painting	Creating Media -Digital Photographs
Year 1.2 - National Curriculum.pdf	Unit Overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills
Year 3/4	Computing Systems And Networks - Connecting Computers	Computing Systems And Networks - The Internet	Creating Media - Animation	Creating Media -Audio Editing	Programming - Sequence In Music	Programming - Repetition In Shapes
Year 3.4 - National Curriculum.pdf	Unit overview; Porgression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills
Year 5/6	Computing Systems And Networks - Sharing Information	Programming - Selection In Physical Computing	Creating Media - Video Editing	Creating Media - Web Page Creation	Programming - Variables In Games	Computing Systems And Networks -Communication
Year 5.6 - National Curriculum.pdf	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills	Unit overview; Progression of Concepts and Skills

Unit Overview will provide summary, lesson outline and cross curriculum links to the National Curriculum

ST ANTHONY'S CATHOLIC PRIMARY SCHOOL

Computing Overview

Year B

Our intent is...

- To be masters of technology in in an ever- changing digital world.
- To digitally problem solving.
- To be fluent with a range of tools to best express their understanding.
- To independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.
- To be creators not consumers.
- To inspire all to produce and share their learning in creative ways.
- To facilitate opportunities for all children to apply their knowledge creatively which will in turn inspire our pupils to become skilful computer scientists.
- To use technology positively, responsibly and safely.
- To understand that there is always a choice with using technology.

At St Anthony's we will...

- Teach computing in direct computing lessons, and the use of technology is encouraged to support learning across all curriculum areas.
- Use the NCCE computing curriculum scheme of work to cover the three areas of the computing national curriculum: digital literacy, computer science and information technology. In addition to the online safety objectives supported with our PSHE and Project Evolve curriculum.
- Plan every lesson in our scheme so that it can be effectively taught using the infrastructure we have in place at school to ensure it meets the needs of all our pupils.
- Ensure our scheme is also closely referenced against the 2014 national curriculum attainment targets in order to ensure progression and coverage.
- Facilitate discreet lessons that means the children are able to develop depth in their knowledge and skills over the duration of each of their computing topics.
- Where appropriate, implement meaningful links between the computing curriculum and the wider curriculum.
- Provide computing lessons where the children will use either iPads, laptops or desktops in order to access a range of apps and software.
- Teach online safety regularly at an age appropriate level.
- Ensure children are exposed and taught about vocabulary linked to computing and key skills for life including touch-typing.

Our children will...

- Be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school.
- Have a secure and comprehensive knowledge of the implications of technology and digital systems.
- Be able to recognise the dangers that exist from the use of technology and understand how to access online systems safely.
- By the end of each key stage, know, apply and understand the matters, skills and processes specified in our NCCE curriculum.
- Reach the end of year expectations in terms of attainment and progress.
- Will be given feedback and ways to improve their work either verbally, using Seesaw and/or appropriate small group work.
- Communicate with the subject leader regularly as she reviews each part of the Computing curriculum and attends learning walks whilst observing and contributing to the teaching of the curriculum across the school.

	Autumn		Spring		Summer	
EYFS	Creating Media - Marvellous Me.	IT - Unplugged. Awesome Autumn	Creating Media - Music Creation	IT - Unplugged. Busy Bodies	IT - Technology Around Us.	IT - Unplugged. Summer Surprise
EYFS Key Skills in Computing.pdf	Patterns, Creating, Collaborating, Persevering, Tinkering. Online Safety Unit	Patterns, Logic, Decomposition, Creating, Collaborating, Algorithms Awesome Autumn Skills.pdf	https://springroll-tcpbskids.org/music-maker/d0f261dffc3c8f713fa5a22bb99d7f9afd04cb56/release/index.html	Patterns, Logic, Decomposition, Debugging, Algorithms, Abstraction Busy Bodies Skills.pdf	https://www.ilearn2.co.uk/computerdiscoveryfree.html/ Online Safety Unit	Tinkering, Persevering, Patterns, Logic, Decomposition, Debugging, Collaborating, Algorithms Summer Surprise Skills.pdf
Year 1/2	Data And Information - Grouping Data	Data And Information - Pictograms	Creating Media - Digital Writing	Creating Media - Making Music	Introduction To Animation	An Introduction To Quizzes
Year 1.2 - National Curriculum.pdf	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills
Year 3/4	Data And Information - Branching Databases	Data And Information -Data Logging	Creating Media - Desktop Publishing	Creating Media -Photo Editing	Programming - Events And Action	Programming - Repetition In Games
Year 3.4 - National Curriculum.pdf	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills
Year 5/6	Data And Information - Flat-File Databases	Data And Information - Spreadsheets	Creating Media -Vector Drawing.	Creating Media - 3D Modelling	Programming - Selection In Quizzes	Programming - Sensing
Year 5.6 - National Curriculum.pdf	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills	Unit overview / Progression of Concepts and Skills

Unit Overview will provide summary, lesson outline and cross curriculum links to the National Curriculum