# COMPUTING NEWSLETTER

**ST BEDE'S PRIMARY SCHOOL**

Computing

**AUTUMN TERM**

## OUR AIMS

At St. Bede's, we aim to provide children with a high-quality computing education that equips pupils to use computational thinking and creativity to understand and change the world. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, we aim to equip pupils to use information technology to create programs, systems and a range of content. Our computing curriculum aims to ensure that pupils become digitally literate where they are able to use, express themselves and develop their ideas through information and communication technology — at a level suitable for the future workplace and as active participants in a digital world.

## OUR CURRICULUM THIS TERM

| | | |
|---|---|---|
| EYFS | Exploring digital tools | |
| KS1 | Computing systems and networks — Technology around us | Creating media - Digital painting |
| LKS2 | Computing systems and networks - Connecting computers | Creating media - Stop-frame animation |
| UKS2 | Computing systems and networks - Systems and searching | Creating media - Video production |

## WHAT HAS BEEN GOING ON?

Children have been exploring different digital tools that help and assist our learning.  Look at us using the interactive whiteboard in maths and English.

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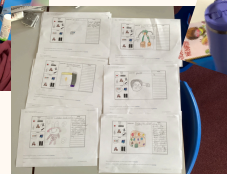**ST BEDE'S PRIMARY SCHOOL**

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## WHAT HAS BEEN GOING ON?

In **Key Stage 1**, children have made a fantastic start to their new learning, exploring the world of computer technology. They have learned to identify the main components of a desktop or laptop computer, including the screen, keyboard, mouse or trackpad and base unit. They practised switching on and logging into a computer independently - a big milestone in digital confidence!
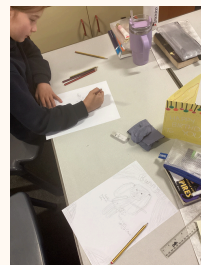
Using the activity at ncce.io/drag, children applied their skills to click, drag and explore with purpose. It was wonderful to see their excitement as they mastered mouse control and navigated the screen with growing independence. As the unit progresses, children will consider how to use technology responsibly and continue to develop their keyboard and mouse skills.



In **Years 3 and 4**, children have developed their understanding of digital devices, comparing digital and non-digital devices. They have had an initial focus on inputs, processes and outputs and have used this to design their own digital device. Next, learners will be introduced to computer networks, including devices that make up a network's infrastructure. Finally, learners will discover the benefits of connecting devices in a network.



In **Years 5 and 6**, children have developed their understanding of computer systems and how information is transferred between systems and devices. They have explored the input, output and process aspects of a variety of different real-world systems and have used this to design their own toy. Going forward, children will discover how information is found on the World Wide Web, through learning how search engines work and comparing different search engines.

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## COMPUTING NEWS

Friday 10th October marks 'World Mental Health Day'.



**YOUNGMINDS**

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**Childnet**

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