Computing

Intent

At St Joseph's we know that technology is an integral and essential part of society and everyday life. We aim to equip our children with the skills to support them in a world shaped rapidly by advancing technology.

At St. Joseph's we intend for children to:
• plan, design, create, program and evaluate information through the use of ICT
• be aware of the risks of using technology and understand how to stay safe online
• use computing skills in cross curricular learning

Implementation

At St. Joseph's we teach the National Curriculum for Computing, following a scheme by Purple Mash to ensure the children gain the skills required at the appropriate age.

In Early Years children begin to develop their computing skills by using a range of technology such as Bee Bots, iPads and Mini-Mash on Purple Mash. Children develop their skills to navigate technology and use a range of programmes. They begin to use tools to create pictures, showing control moving a cursor to select, drag and drop. Children learn how to take photos and videos using the iPads. Opportunities to use technology are often developed based upon children's interests to enhance their learning and understanding.

In Key Stage 1, pupils continue to develop their computing skills. They are taught key skills such as typing, logging onto equipment and into programmes, recognising the importance of keeping their passwords safe. Pupils in Year 1 are taught how to record their own learning, beginning to build their own digital portfolio of work. They are taught how to use the Internet safely and learn what to do if they do not feel safe or secure whilst using technology.

Throughout Key Stage 2, pupils will build upon their previous knowledge to further develop their computing skills. They will have a basic understanding of coding and how the Internet works. They will evaluate online information and recognise how to use the Internet and apps safely, learning how to report and block, understanding online safety rules and learning about their own digital footprint. Pupils in Key Stage 2 will become proficient with word processing and be able to save and retrieve their own work, creating visually engaging content and presentations effective for their audience. They will also have experience of using online collaboration and communication tools and will continue to develop their own digital portfolio of work.

Annually, all pupils across the school take part in the global Safer Internet Day and Anti-Bullying Week.

Impact

Through the delivery of our computing curriculum our children will:

• understand how to stay safe online.
• understand how to use a range of technology and computing skills.
• be able to be active participants in an everchanging digital world.
• be ready for the KS3 computing curriculum.

Coding & Computational Thinking	Spreadsheets	Internet, Email and **Online Safety**	Art & Design	Music	Databases & Graphing	Writing & Presenting	Communication & Networks

	Coding & Computational Thinking	Spreadsheets	Internet, Email and Online Safety	Art & Design	Music	Databases & Graphing	Writing & Presenting	Communication & Networks
Year 1	**Online Safety** & Exploring Purple Mash	Grouping and Sorting	Pictograms	Lego Builders	Maze Explorers	Animated Story Books	Coding / Spread-sheets	Technology outside school
Year 2	Coding	**Online Safety**	Spread-sheets	Questioning / Effective Searching	Creating Pictures	Making Music	Presenting ideas	
Year 3	Coding	**Online Safety**	Spread-sheets	Touch Typing	Email	Branching Databases	Simulations / Graphing	
Year 4	Coding	**Online Safety**	Spreadsheets	Writing for different audiences / Logo	Animation	Effective Searching	Hardware Investigators	
Year 5	Coding	**Online Safety**	Spreadsheets	Databases	Game Creator	3D Modelling	Concept maps Word processing	
Year 6	Coding	**Online Safety**	Spreadsheets	Blogging	Text Adventures	Networks	Quizzing	