Vision for

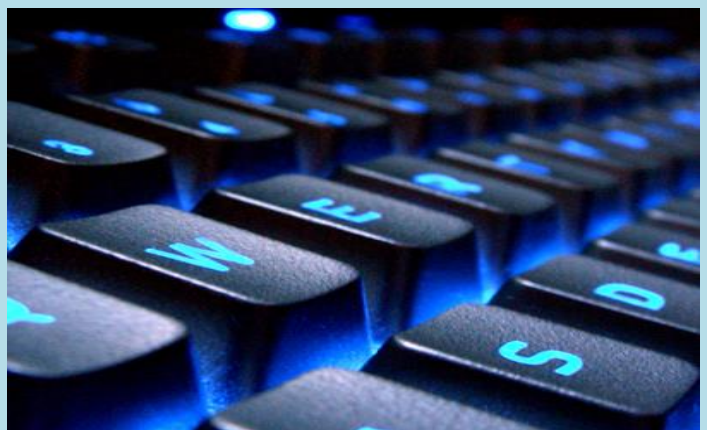"Computing at St Joseph's Catholic Primary School provides a stimulating and enjoyable set of tools enabling good quality teaching and learning to take place.

As computing underpins today's modern lifestyle, it is essential that children gain the confidence and ability, to prepare them for the developing and changing technological world.

We aim for all children to become confident and competent users of ICT; to understand how to stay safe when using technology and to use technology appropriately. For computing to be fully embedded into the curriculum so that it enhances learning; for all staff to continually to improve and develop their own skills and to take a shared responsibility for developing computing and E-Safety and most importantly to keep our children safe while using the internet. We constantly give advice and help to children at our school on how to use the internet safely and how to report anything that makes them uncomfortable or worried."

Mr Malley

Computing Subject Leader

WHOLE SCHOOL CURRICULUM OVERVIEW FOR COMPUTING YEAR A		
AUTUMN	**SPRING**	**SUMMER**
CLASS 1 **EYFS**	Due to the nature of the Early Years Foundation Stage topics, coverage and skills are not pre-planned. Learning opportunities come from children's abilities and interests. Guidance for skills are taken from the Development Matters Document under the heading 'Physical Development'. **What does this look like is the Foundation Stage?** We have daily access to a range of technology resources such as torches with switches, computers, as well as iPads and interactive whiteboards. We use a range of technology resources to support learning in other areas of the curriculum, such as bee-bots. We are taught how to use the resources for different purposes eg iPads to watch videos, play games, take photographs and listen to stories.		

CLASS 2 **Y1/Y2**	**Digital Literacy and Citizenship:** Staying Safe Online Follow the Digital Trail **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 1a: On the move. Espresso Coding: Espresso Unit 1b: Simple inputs. PowerPoint Creating slides – Adding text and images.	**Digital Literacy and Citizenship:** Screen out the Mean Using Keywords **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 2a: Different sorts of input. Espresso Coding: Espresso Unit 2b: Buttons and instructions. Word Processing – Creating, editing and saving	**Digital Literacy and Citizenship:** Sites I Like **Computer Science/ Information Technology:** Manipulating digital images Photo Editing Google Maps/Street View
CLASS 3 **Y3/Y4**	**Digital Literacy and Citizenship:** Rings of Responsibility Private and Personal Information **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 3a: Sequence and Animation Espresso Coding: Espresso Unit 3b: Conditional Events. PowerPoint – Transitions and Animations	**Digital Literacy and Citizenship:** The Power Of Words The Key to Keywords **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 4a: Introduction to Variables Espresso Coding: Espresso Unit 4b: Repetition and Loops writing own code	**Digital Literacy and Citizenship:** Who is it, anyway? **Computer Science/ Information Technology:** Word Processing – Formatting text Inserting images. Design, write and debug programs

CLASS 4 Y5/Y6	**Digital Literacy and Citizenship:** Talking Safely Online Super Digital Citizen	**Digital Literacy and Citizenship:** Privacy Rules What's Cyberbullying?	**Digital Literacy and Citizenship:** Selling Stereotypes
	Computer Science/ Information Technology: Espresso Coding: Espresso Unit 5a: Speed, Direction and Co-ordinates Espresso Coding: Espresso Unit 5b: Random Numbers and Simulations.	**Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 6a: More Complex Variables Espresso Coding: Espresso Unit 6b: Object Properties	**Computer Science/ Information Technology:** Espresso Coding: Introduction to Python; Python Graphics; Random Numbers and Simulations; Python Functions: More Complex Variables
	Design, write and debug programs Sequence, selection and repetition in programs Independently select, use and combine a range of software on a variety of devices.	Algorithms Using software Use advanced searches including the use of operators.	Computer networks Key skills on DTP Create spreadsheet models to investigate real life problems, using their knowledge to make predictions.

WHOLE SCHOOL CURRICULUM OVERVIEW FOR COMPUTING YEAR B		
AUTUMN	SPRING	SUMMER
CLASS 1 EYFS	Due to the nature of the Early Years Foundation Stage topics, coverage and skills are not pre-planned. Learning opportunities come from children's abilities and interests. Guidance for skills are taken from the Development Matters Document under the heading 'Physical Development'. **What does this look like is the Foundation Stage?** We have daily access to a range of technology resources such as torches with switches, computers, as well as iPads and interactive whiteboards. We use a range of technology resources to support learning in other areas of the curriculum, such as bee-bots. We are taught how to use the resources for different purposes eg iPads to watch videos, play games, take photographs and listen to stories.		

CLASS 2 Y1/Y2	**Digital Literacy and Citizenship:** Going Place Safely ABC Searching **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 1a: On the move. Espresso Coding: Espresso Unit 1b: Simple inputs. PowerPoint Creating slides – Adding text and images.	**Digital Literacy and Citizenship:** Keep It Private My Creative Work **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 2a: Different sorts of input. Espresso Coding: Espresso Unit 2b: Buttons and instructions. Word Processing – Creating, editing and saving	**Digital Literacy and Citizenship:** Sending Email **Computer Science/ Information Technology:** Manipulating digital images
CLASS 3 Y4/Y5	**Digital Literacy and Citizenship:** Strong Passwords Digital Citizenship Pledge **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 3a: Sequence and Animation Espresso Coding: Espresso Unit 3b: Conditional Events. PowerPoint – Transitions and Animations	**Digital Literacy and Citizenship:** You've Won a Prize How to Cite a Site **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 4a: Introduction to Variables Espresso Coding: Espresso Unit 4b: Repetition and Loops writing own code	**Digital Literacy and Citizenship:** Picture Perfect **Computer Science/ Information Technology:** Word Processing – Formatting text Inserting images. Design, write and debug programs

CLASS 4 Y5/Y6	**Digital Literacy and Citizenship:** Strong Passwords Digital Citizenship Pledge **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 5a: Speed, Direction and Co-ordinates Espresso Coding: Espresso Unit 5b: Random Numbers and Simulations. Design, write and debug programs Sequence, selection and repetition in programs Independently select, use and combine a range of software on a variety of devices.	**Digital Literacy and Citizenship:** You've Won a Prize How to Cite a Site **Computer Science/ Information Technology:** Espresso Coding: Espresso Unit 6a: More Complex Variables Espresso Coding: Espresso Unit 6b: Object Properties Algorithms Using software Use advanced searches including the use of operators.	**Digital Literacy and Citizenship:** Picture Perfect **Computer Science/ Information Technology:** Espresso Coding: Introduction to Python; Python Graphics; Random Numbers and Simulations; Python Functions: More Complex Variables Computer networks Key skills on DTP Create spreadsheet models to investigate real life problems, using their knowledge to make predictions.