

# Computing

*Empowering pupils to find creative solutions using computational thinking skills!*

At NET, our Computing curriculum aims to ensure that all pupils:

- Explore the concepts of computational thinking to gain an understanding that these problem-solving skills can be used in computing, across the curriculum, and throughout their lives.
- Understand what algorithms are and how they can be implemented as programs on digital devices.
- Use computational thinking skills to design, write and debug programs that accomplish specific goals.
- Develop knowledge in Digital literacy to use technology safely, respectfully and responsibly (*linked with RSE*)
- Develop the ability to become digital creators, learning about the design and development of digital media in different forms.
- Develop an understanding and curiosity about digital technology around them.

The curriculum follows the Teach Computing scheme of work, with Online Safety further embedded within the RSE curriculum. The units for key stages 1 and 2 are based on a spiral curriculum. This means that each of the strands are revisited regularly, through a new unit that consolidates and builds on prior learning. Pupils draw conclusions and use computational vocabulary to discuss and present their findings in a range of different ways.

## Long Term Plan

Non-rolling	Autumn	Spring	Summer
EYFS	Unplugged sessions. Exploring technology within the environment.		
Year 1	Digital Painting <i>Creating Media</i>	Moving a Robot <i>Programming A</i>	Digital Writing <i>Creating Media</i>
Year 2	Technology all around us <i>Computing Systems and Networks</i> IT around us <i>Computing Systems and Networks</i>	Digital Photography <i>Creating Media</i>	An Introduction to Quizzes <i>Programming B</i>
Year 3	Animation <i>Creating Media</i>	Sequence in Music <i>Programming A</i> Events and Actions in Programs <i>Programming B</i>	Desktop Publishing <i>Creating Media</i>
Year 4	The Internet <i>Computing Systems and Networks</i>	Audio Editing <i>Creating Media</i> Data logging <i>Data and Information</i>	Repetition in Shapes <i>Programming A</i> Photo Editing <i>Creating Media</i> Selection in Quizzes <i>Programming B</i> Repetition in Games
Year 5	Video Production <i>Creating Media</i>	Flat-File Databases <i>Data and Information</i>	Selection in Physical Computing <i>Programming A</i> Selection in Quizzes <i>Programming B</i>
Year 6	Communication and Collaboration <i>Computing Systems and Networks</i>	Web Page Development <i>Creating Media</i>	Sensing Movement <i>Programming B</i>