

Wembdon St George's Church School



Our Learning in Computing 2022-2023

Computing Curriculum Intent:

With technology becoming an increasingly large part of modern life, Wembdon St George's Church School is eager for all students to become digitally literate.

The curriculum delivered encourages pupils to be critical thinkers who are willing to take controlled and safe risks with their work to further their understanding and learning.

As part of our commitment to safeguarding, the children are also engaged with discrete and themed online safety lessons, so they are aware of both the benefits and dangers of a connected world.

We aim to develop the skills required for this by focussing our curriculum on the areas of:

- Computer systems and networks
- Creating media
- Programming A
- Data and information
- Creating media
- Programming B

Impact of our Computing Curriculum

- Children will understand the elements to coding and have a confident approach to computational thinking.
- Pupils will be proficient in using simple spreadsheets to compile, organise and present data in a variety of contexts.
- Children will know how to effectively use the internet for a range of purposes and have an astute knowledge of e-safety.
- Children will understand that technology can be used across the span of curriculum
- Children will know how to create art and design projects using technology.
- Pupils will know that computers and technology can be used to create, capture and manipulate a variety of musical components.
- Pupils will know how to collect and organise data in a variety of formats including presentations and spreadsheets.
- Children will be able to produce high quality writing which will be enhanced through the application of technology and multi-media.
- Pupils will be confident when approaching electronic communications and have a secure understanding of how to remain safe.

Cycle A 2022/23	Year 1	Year 2/3	Year 4/5	Year 6
Term 1	Computer systems and networks -Technology around us	Computer systems and networks -IT around us (Y2)	Computer systems and networks -The internet (Y4)	Computer systems and networks -Communication
Term 2	Creating media -digital painting	Creating media -Digital photography (Y2)	Creating media -Audio editing (Y4)	Creating media -Web page creation
Term 3	Programming A -Moving a robot	Programming A -Robot algorithms (Y2)	Programming A -Repetition in shapes (Y4)	Programming A -Variables in games
Term 4	Data and information -Grouping data	Data and information -Pictograms (Y2)	Data and information -Data logging (Y4)	Data and information -Spreadsheets
Term 5	Creating media -Digital writing	Creating media -Making music (Y2)	Creating media -Photo editing (Y4)	Creating media -3D modelling
Term 6	Programming B -Introduction to animation	Programming B -An introduction to quizzes (Y2)	Programming B -Repetition in games (Y4)	Programming B -Sensing movement

Cycle B 2023/24	Year 1	Year 2/3	Year 4/5	Year 6
Term 1	Computer systems and networks -Technology around us	Computer systems and networks -Connecting computers (Y3)	Computer systems and networks -Sharing information (Y5)	Computer systems and networks -Communication
Term 2	Creating media -digital painting	Creating media -Animation (Y3)	Creating media -Video editing (Y5)	Creating media -Web page creation
Term 3	Programming A -Moving a robot	Programming A -Sequence in music (Y3)	Programming A -Selection in physical computing (Y5)	Programming A -Variables in games
Term 4	Data and information -Grouping data	Data and information -Branching databases (Y3)	Data and information -Flat file databases (Y5)	Data and information -Spreadsheets
Term 5	Creating media -Digital writing	Creating media -Desktop publishing (Y3)	Creating media -Vector drawing (Y5)	Creating media -3D modelling
Term 6	Programming B -Introduction to animation	Programming B -Events and actions (Y3)	Programming B -Selection in quizzes (Y5)	Programming B -Sensing