

Computing at St Mary's Primary School

Intent:

At St Mary's Catholic Primary School, it is our intent to build a computing curriculum that develops pupil's learning and results in the acquisition of knowledge of the world around them whilst preparing pupils to live safely in an increasingly digital British society. We will enable children to focus on developing the skills necessary to be able to use information in an effective way. We want children to leave primary school as confident, creative, independent, computer literate learners.

Computing							
YR	<p>Despite computing not being explicitly mentioned within the Early Years Foundation Stage (EYFS) statutory framework, which focuses on the learning and development of children from birth to age five, we provide many opportunities for young children to use technology to solve problems and produce creative outcomes. In particular, many areas of the framework provide opportunities for pupils to develop their ability to use computational thinking effectively.</p> <p>These are the skills that will be taught and embedded through teaching as well as in continuous provision:</p> <ol style="list-style-type: none"> 1. An awareness of different technologies in and out of school , the cause and effect of technology, digital storage of information- photography, digital writing and research information and input and outputs of devices 2. The ability to use technology to express creatively and constructively make maps from stories follow simple maps in play 						
Class	Cycle	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Y1/2	A	Computing Systems and Networks Technology around us	Creating Media Digital painting	Programming A Moving a robot	Data and Information Grouping data	Data and Information Digital Writing	Programming B Programming animations
		Computing Systems and Networks IT around us.	Creating Media Digital photography	Programming A Robot Algorithms	Data and Information Pictograms	Data and Information Digital Music	Programming B Programming Quizzes
Y3/4	A	Computing Systems and Networks Connecting Computers	Creating Media Stop-animation	Programming A Sequencing sounds	Data and Information Branching databases	Data and Information Desktop publishing	Programming B Events and actions in programs
	B	Computing Systems and Networks The internet	Creating Media Audio production	Programming A Repetition in shapes.	Data and Information Data logging	Data and Information Photo editing.	Programming B Repetition in games
Y5/6	A	Computing Systems and Networks Systems and searching	Creating Media Video production	Programming A Selection in physical computing	Data and Information Flat-file databases	Data and Information Introduction to vector graphics	Programming B Selection in quizzes
	B	Computing Systems and Networks	Creating Media Webpage creation	Programming A Variables in games	Data and Information Introduction to spreadsheets	Data and Information 3D modelling	Programming B Sensing movement