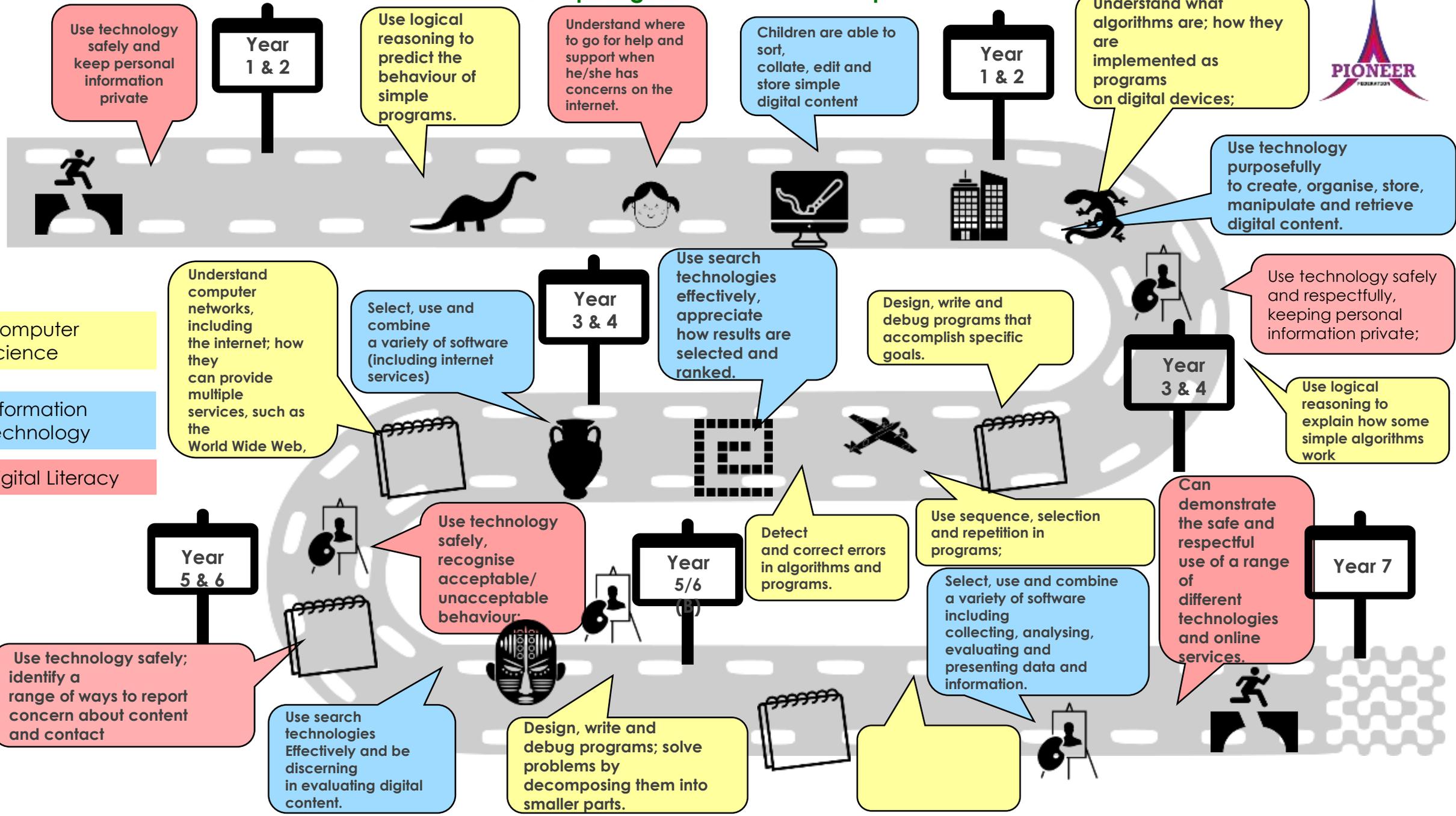


Computing Curriculum Road Map



- Computer Science
- Information Technology
- Digital Literacy



Year 1 & 2

Use technology safely and keep personal information private

Use logical reasoning to predict the behaviour of simple programs.

Understand where to go for help and support when he/she has concerns on the internet.

Children are able to sort, collate, edit and store simple digital content

Year 1 & 2

Understand what algorithms are; how they are implemented as programs on digital devices;

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Year 3 & 4

Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web,

Select, use and combine a variety of software (including internet services)

Use search technologies effectively, appreciate how results are selected and ranked.

Design, write and debug programs that accomplish specific goals.

Year 3 & 4

Use technology safely and respectfully, keeping personal information private;

Use logical reasoning to explain how some simple algorithms work

Year 5 & 6

Use technology safely; identify a range of ways to report concern about content and contact

Use search technologies Effectively and be discerning in evaluating digital content.

Year 5/6

Use technology safely, recognise acceptable/unacceptable behaviour;

Design, write and debug programs; solve problems by decomposing them into smaller parts.

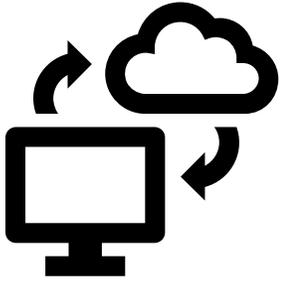
Detect and correct errors in algorithms and programs.

Use sequence, selection and repetition in programs;

Select, use and combine a variety of software including collecting, analysing, evaluating and presenting data and information.

Year 7

Can demonstrate the safe and respectful use of a range of different technologies and online services.



INTENT

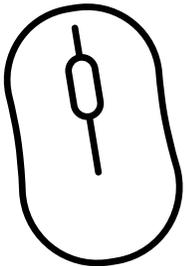
Our intent in computing is that all children will experience a curriculum which provides the children with the opportunity to become computer literate through practical experiences in real life contexts.

They will have the opportunity to learn how to become flexible users of a range of technology.

IMPLEMENTATION

Lessons will :

- be appropriately resourced in time and equipment (headphones, mouse, background colour, font) ↔
- build on previous experience and sequenced to develop key skills, techniques and confidence. ⊗
- be pitched at the right level to enable all pupils to be challenged for their age group.
- Offer the children a chance to work practically and on a bigger scale. ↔



IMPACT

By the end of primary school all children will become computer literate and that our teaching will prepare them for the real world. That they learn the importance of computing and how to be safe online. We want children to become flexible users for technology being able to use ⊗ a range of software and devices. In accordance with the National Curriculum.

The Computing Curriculum is split into 3 strands: digital literacy, computer science and information technology. All of which develop systematically through the years to build on knowledge. In each year group's cycle, there is a variety of all 3 divisions to support the gradual learning.

Digital literacy is about the safe and responsible use of technology, including recognising its advantages for collaboration or communication. It progresses through the children's continuous provision of Online Safety which is interwoven into each term's lessons as well as a specific, nationally celebrated, Online Safety Day.

Information Technology is about the use of computers for functional purposes, such as collecting and presenting information, or using search technology. It develops through the years to build on the children's knowledge of how computers are used functionally.

Computer Science will introduce children of all ages to understand how computers and networks work. It will also give all children the opportunity to learn basic computer programming, from simple on-screen robots in Years 1 and 2, right up to creating complex computer games and programmes by Year 6.