

Computing Curriculum

We aim to provide an exciting, rich, relevant and challenging Computing curriculum for all pupils using the Purple Mash scheme of work as a basis for wider exploration of technology and its connections to other curriculum areas, including Maths, Science and History. This supports children in becoming confident, competent and critical users of technology by giving them the skills, strategies and knowledge to excel in an increasingly digital world whilst having 'a sense of the history, the bigger story timeline of what they are learning.'¹ Teachers embed computing across the curriculum to support and enhance the children's wider curriculum work, applying their computing skills, developing their research skills and evolving their understanding of e-safety. ¹Mary Myatt, The Curriculum: Gallimaufry to Coherence 2018

See below an overview of the Computing Topics and see Computing Curriculum Progression in separate document.

Computing Overview

Year Group	Autumn Term 1	Autumn Term 2	Spring Term 3	Spring Term 4	Summer Term 5	Summer Term 6
EYFS	What is a computer?	Online Safety	Accessing apps	Re-creating stories	Communication through technology	Controls and commands
Year 1	Online Safety Saving Work	Graphs- Pictograms Introduction to algorithms	Debugging	Animating Story Books	Coding	Spreadsheets Technology outside of school
Year 2	Coding	Online Safety Spreadsheets	Questioning Effective Searching	Creating Pictures	Making Music	Presenting Ideas
Year 3	Coding	Online Safety Spreadsheets	Touch Typing	Email Branching Databases	Simulations Graphing	Presenting with MS PowerPoint

Year 4	Coding	Online Safety	Spreadsheets Writing for Different Audiences	Logo Animation	Effective Searching Hardware Investigators	Making Music with Busy Beats
Year 5	Coding	Online Safety Spreadsheets	Databases	Game Creator	3D Modelling Concept Maps	Word Processing with MS Word
Year 6	Coding	Online Safety Spreadsheets	Blogging Text Adventures	Networks Quizzing	Understanding Binary	Spreadsheets with MS Excel