



COMPUTING CURRICULUM OVERVIEW

The intention of the Computing Curriculum at Our Lady's is to ensure children are able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate.

RECEPTION

AUTUMN TERM	SPRING TERM	SUMMER TERM
Barefoot – Awesome Autumn Barefoot – Winter Warmers	Barefoot – Springtime Barefoot – Busy Bodies	Barefoot – Summer Fun Barefoot – Land Ahoy

YEAR 1

AUTUMN TERM	SPRING TERM	SUMMER TERM
Technology around us (Computer systems & networks) Digital Painting (Creating Media)	Digital writing (Creating media) Grouping Data (Data and Information)	Moving a robot (Programming) Introduction to Animation

YEAR 2

AUTUMN TERM	SPRING TERM	SUMMER TERM
Information technology around us Creating Media – Digital Photography	Programming – Robot Algorithms	Data and Information – Pictograms Creating Media: Digital Music

YEAR 3

AUTUMN TERM	SPRING TERM	SUMMER TERM
Computing Systems – Connecting Computers Creating Media – Stop-frame animation	Programming – Sequencing Sounds Data and Information – Branching Databases	Creating Media – Desktop Publishing Programming – Events and actions in programs

YEAR 4

AUTUMN TERM	SPRING TERM	SUMMER TERM
Computing systems and networks – The Internet Creating Media – Photo Editing	Creating Media – Audio Editing Data and Information – Data logging Weather Collection – The Water Cycle	Programming – Repetition in Shapes and Games

YEAR 5

AUTUMN TERM	SPRING TERM	SUMMER TERM
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Systems and Searching Video Production	Selection in Physical Computing – Physical Databases	Introduction to Vector Graphics Selection in quizzes
YEAR 6		
AUTUMN TERM	SPRING TERM	SUMMER TERM
Communication (Computing systems and networks) 3D Modelling (Creating Media)	Web page creating (Creating Media) Spreadsheets (Data and Information)	Variables in Games (Programming) Sensing (Programming)