

Computing

Technology enables us to code, create and connect

The Elements of Computing

Computer Science

Information Technology

Digital Literacy (inc. E-Safety)

Knowledge and Understanding

Substantive Computing Knowledge
(The apps, software, hardware, systems, services, networks used)

Topic Specific Vocabulary
(The language and terminology for each Element of Computing)

Tinkering

Children show understanding of computation thinking and coding concepts when they get to tinker with programming software and robotics. Pupils need time to apply what they have learned in opened exploration with Swift code and robotics play.

Presenting and Evaluating

Children show understanding of their communication and creation skills by using word processing, presentation tools and data handling software to communicate their ideas with a real audience.

They evaluate how effective their communication has been with their audience.

Evaluating and Making Choices

Children show understanding of online safety when they come together to discuss ways to solve problems that may arise in their personal lives. Online Safety is taught in the first lesson of half term but also through other subject areas, such as PSHE and RSE. Whole school online safety assemblies are planned by the Computing Leader at the end of each half term.

Skills - Procedural

Everyone Can Code Curriculum

Computational Thinking Skills:

Logical Reasoning
Pattern Spotting
Decomposition
Debugging
Evaluating
Tinkering

Coding Skills:

Sequencing
Iteration
Event Handling
Conditional Statements
Variables

Everyone Can Create Curriculum

Saving and Retrieving
Typing, Touch Gestures and Mouse Skills
Research
Image
Video
Sound
Data Handling
Presenting Information
Evaluating Digital Work

Everyone Can Stay Safe Curriculum

Privacy and Security
Online Bullying, Relationships and Well-Being
Digital Footprint and Reputation
Creative Credit, Copyright and Quality