



Long Row Primary School **COMPUTING** Curriculum Overview 2022-24

	Autumn Term		Spring Term		Summer Term	
EYFS FS1 FS2	Technology all around us- what is technology? Children explore the different types of technology through their provision. Children will learn to recognise the different types of technology including: phones, I-pads and computers and look at the world through Google maps. They also explore cause and effect through using toys with buttons and switches and other devices such as bee bots, torches and remote-control cars.					
Year 1/2 Cycle A 2022-23	Computing systems and Networks - IT all around us (Y2)	Creating media- digital photography (Y2)	Creating media- Making music (Y2)	Programming A- Robot Algorithms (Y2)	Programming B- Programming quizzes (Y2)	Data and information- Pictograms (Y2)
Year 1/2 Cycle B 2023-24	Computing systems and Networks -Technology all around us (Y1)	Creating media - Digital printing (Y1)	Creating Media - Digital Writing (Y1)	Programming A- Moving a robot (Y1)	Programming B- Introduction to animation (Y1)	Data and information- Grouping data (Y1)
Year 3/4 Cycle A 2022-23	Computing systems and networks - The Internet (Y4)	Creating media- Photo editing (Y4)	Creating media- Audio editing (Y4)	Programming A- Repetition in shape (Y4)	Programming B- Repetition in games (Y4)	Data and information- Data logging (Y4)
Year 3/4 Cycle B 2023-24	Computing systems- Connecting computers (Y3)	Creating media- Animation (Y3)	Creating media- Desktop publishing (Y3)	Programming A - Sequence in music (Y3)	Programming B- Events and actions (Y3)	Data and information- Branching databases (Y3)



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	Autumn Term		Spring Term		Summer Term	
Year 5/6 Cycle A 2022-23	Computing systems and networks- Communication (Y6)	Creating media- Web page creating (Y6)	Creating media - 3D modelling (Y6)	Programming A- Variables in games (Y6)	Programming B- Sensing (Y6)	Data and information- Spreadsheets (Y6)
Year 5/6 Cycle B 2023-24	Computing systems and networks - Sharing information (Y5)	Creating media- Vector drawing (Y5)	Creating media- Video editing (Y5)	Programming A- Selection in physical computing (Y5)	Programming B- Selection in quizzes (Y5)	Data and information- Flat file databases (Y5)

National Curriculum

Purpose of study

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 - 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.

Aims

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

KS1 and KS2 Programme of study

<https://www.gov.uk/government/publications/national-curriculum-in-england-computing-programmes-of-study/national-curriculum-in-england-computing-programmes-of-study>

