

Computing Learning Journey

Curriculum Intent

At Sandy lane Primary School we want pupils to be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in children's lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (including social media) to model positive use.

Overall, our children will be enthusiastic Computing learners and understand how important computing is in the world. We want to empower our children so they understand they have the capability to change our world.

Key Vocabulary

UKS2

E-Safety

- Discuss, identify, minimise risk of technology.
- Create suitable software to make presentation to KS1, LKS2

Computer Science

- Create character, costumes, backdrop and game features.
- Create a Scratch 2 game.

Digital Literacy (incorporate E-Safety Week)

- Research and evaluate websites
- Create hyperlinks
- Add formal content and images to create a website

UKS2

Digital literacy and ICT

- Collect and present data
- Use a range of digital devices
- Create a website

Computer Science

- Combine sequences of algorithm to control models
- Make accurate predictions and use logical reasoning to debug accurately
- Create a game based on current CC/Science topic

Digital Literacy and ICT

- Collect and present data using a range of software on a range of devices.
- Choose and justify technology
- Create spreadsheets to solve problems and create a budget

LKS2

E-Safety

- Use technology safely, respectfully and responsibly
- Identify ways to report concerns about content
- Use the internet to undertake searches, collect information and images

Digital Literacy and ICT

- Use technology to create, organise, store digital content
- Use a device to present information
- Use a digital camera to manipulate and improve images

Computer Science

- Experiment with algorithms and make accurate predictions
- Give accurate on-screen instructions to move onscreen robot from A-B

LKS2

Digital literacy and ICT

- Use technology purposefully to create, organise and store documents
- Manipulate and retrieve digital content
- Select appropriate software to collect and present data
- Prepare a celebration including menu and rules for games

Digital Literacy and ICT

- Use technology to create, organise, store digital content
- Use a device to present information
- Use a digital camera
- Create a presentation detailing own learning journey

Computer Science

- Debug and create algorithms which rotate and repeat character actions
- Compare and decompose problems
- Write a debug sequences
- Work with partners to create Scratch game

KS1

Digital Literacy and ICT

- Switch devices on/off and log in/out
- Type symbols and save files
- Edit text
- Research toys and take photographs
- Create a simple text showing learning

Computer Sciences

- Use forward/back to program a character
- Use software to make character go faster/slower
- Create programs which create sound

E-Safety

- Design a poster showing how to use technology safely
- Watch presentation from UKS2

KS1

Digital Literacy and ICT

- Basic computing skills
- Use folders for organisation
- Reorder slides and present a PPT
- Search documents and print

Digital literacy and ICT

- Research information relating to CC or science
- Open multiple web pages
- Copy and paste text from searches

Digital Literacy and ICT

- Create own fairy tale book using previously taught skills