Brindle St Joseph's Catholic Primary School – Computing Overview

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world.

KS1 National Curriculum	KS2 National Curriculum
Pupils should be taught to: ♣ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ♣ create and debug simple programs ♣ use logical reasoning to predict the behaviour of simple programs ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content ♣ recognise common uses of information technology beyond school ♣ ♣ use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	**Pupils should be taught to:** ♣ design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ♣ use sequence, selection, and repetition in programs; work with variables and various forms of input and output ♣ use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs ♣ understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration ♣ use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content ♣ select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information ♣ use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

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National Curriculum Strands of Computing				
Computer Science Computer science is designing, writing and debugging programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.		**Information Technology** Information technology focuses on selecting, using and combining a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		**Digital Literacy** Digital Literacy is the ability and skill to find, evaluate, utilise, share, and create content using information technologies and the Internet.
JamCoding Strands				
Programming and Physical Computing	Computer Systems and Networks	Multimedia Computing	Digital Citizenship	Data Information and Modelling
The teaching of online safety is interwoven into all aspects of the curriculum.				

2024-2025						
	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Year 1/2	Animation	Game Making	Online Treasure Hunt	Presenting our School	Coding a Story	Comic Creators
Applications/ Software	Cloud Stop Motion	Scratch Jr	Google Search Engine	Google Slides	Scratch	Book Creator

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Class 3/4	School Radio Show	Solving Problems with Algorithms	Effective Searching	Speedsheets & Databases	Game Design	Podcasters
Applications/ Software	Bandlab	Scratch	Google Search Engine	Google Sheets	Scratch	Bandlab
Class 5/6	Try Not to Laugh	Robotics	Web Design	Game Comp	Arcade Gaming	Web Designers
Applications/ Software	Cap Cut	Make Code Micro:Bit	Google Sites	Google Sheets	Make Code Arcade	Google Sites