



Curriculum Overview

Subject: Computing	Subject Leader: Natalie Taylor
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Rationale

Through our computing curriculum we enable pupils to acquire knowledge and develop skills in Computer Science, Information Technology and Digital Literacy. through the use of key concepts, terms, and vocabulary, providing opportunities to build a shared and consistent understanding

When teaching programming, we focus first on code 'reading' activities, before code writing. This gives pupils the knowledge they need in order to develop their skills of programming.

Over their time at Spurcroft the use of technowledge is progressive allowing pupils to develop htier knowledge and skills using more complex technology as they move up through the year groups.

The approach with our curriculum is on building long-term memory and improved retrieval focussing on key knowledge and vocabulary.

Structure

Learning in Computing begins in Early Years through pupils using a familiar range of technology. From Year 1 to Year 6 each year group learns 6 topics a year taught over a sequence of 6-7 lessons. The knowledge taught for each unit of work has been carefully planned for based on the National Curriculum.

Units of learning include:

- Opportunities to understand complex terms and ideas by exploring ideas in unplugged and familiar contexts.
- Project-based learning activities to provide pupils with the opportunity to deepen their knowledge and understanding.
- Opportunities to develop digital artefacts using Google Suite (eg written documents, spreadsheets or websites) for a particular user or function, and evaluate it against a set of criteria.

Computing Curriculum Content 2024-2025



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Operating technology- Remote control toys, remote for whiteboard, Bee Bots, iPads for taking photos	IWB- Smart notebook operating programmes through this. iPad games linked to maths and themes.	Logging on and off lap-tops. Art and design through paint programmes.	Google Suite. Sending and receiving emails from other classes/schools.	Collecting data- collectively. Creating and interpreting simple graphs and charts from this.	Google earth to discover holiday destinations. Word processing skills.
	Code & Go Mice & iPads	IWB & iPads	Chromebooks	Chromebooks	iPads & Chromebooks	Chromebooks
				Chromebooks/Instruments	Chromebooks: Scratch	Code & Go Mice
KS1 Y1	Computing systems and networks – Technology around us Ob: 1.4, 1.5, 1.6	Creating media – Digital painting Ob: 1.4	Data and information – Grouping data Ob: 1.4, 1.6	Creating media – Digital writing Ob: 1.4, 1.6	Programming – Moving a robot Ob: 1.1, 1.2, 1.3, 1.5	Programming – Introduction to animation Ob: 1.1, 1.2, 1.3, 1.4
		Chromebooks Paintz	Chromebooks	Chromebooks	Coding Mice	iPads Scratch Jr
KS1 Y2	Computing systems and networks – IT around us Ob: 1.4, 1.5, 1.6	Creating media – Digital photography Ob: 1.4, 1.5, 1.6	Data and information – Pictograms Ob: 1.4, 1.6	Creating media – Making music Ob: 1.4	Programming – Robot algorithms Ob: 1.1, 1.2, 1.3, 1.4	Programming – An introduction to quizzes Ob: 1.1, 1.2, 1.3
		iPads & Chromebooks	Chromebooks J2Pictograms	Chromebooks/Instruments	Coding Mice	iPads Scratch Jr
LKS2 Mxed Y3/4 24-25	Computing Systems & Networks – The Internet Ob: 2:4, 2:5, 2:6, 2:7	Creating Media – Audio Editing Ob: 2:5, 2:6, 2:7		Programming – Events and actions Ob: 2.1, 2.2, 2.3, 2.6		Programming – Repetition in shapes Ob: 2.1, 2.1, 2.3, 2.6
		Chromebooks: BandLab		Chromebooks: Scratch		Chromebooks Scratch
UKS2 Mxed Y5/6 24-25	Data and information – Spreadsheets Ob: 2.6	Creating media – 3D Modelling Ob: 2.6, 2.7		Programming A – Variables in games Ob: 2.1, 2.2, 2.3, 2.6		Programming A – Variables in games Ob: 2.1, 2.2, 2.3, 2.6
	Chromebooks Google Sheets	TinkerCAD		Chromebooks Scratch		Chromebooks Scratch