Intent of the computing curriculum

Stick	Link	Build	Use
Engaging lessons with exciting resources	How computing impacts and shapes the lives we live	Knowledge of the disciplines of computing & progression of computing skills	Transfer of skills/ knowledge to enhance outcomes in other curriculum areas

At Ladock School we recognise and embrace the significant role that technology plays in society today. Our children are taught the skills and the correct morals, values and ethics to participate effectively and safely in this digital world which can only be achieved through a broad and diverse Computing curriculum. At the core of our Computing curriculum children are introduced to a wide range of technology, including Chromebooks, iPads and interactive whiteboards, allowing them to continually practise and improve the skills they learn. This ensures they become digitally literate so that they are able to express themselves and develop their ideas through information and computer technology and by linking it into the rest of the curriculum where possible.

Implementation

Our Computing curriculum enables children to become effective users of technology who can:
- Understand and apply the essential principles and concepts of Computer Science, including logic, algorithms and data representation;
- Analyse problems in computational term, and have repeated practical experience of writing computer programs in order to solve such problems;
- Evaluate and apply information technology analytically to solve problems;
- Communicate ideas well by utilising appliances and devices throughout all areas of the curriculum.

At Ladock School we take internet safety extremely seriously. We have an Internet Policy that provides guidance for teachers and children about how to use the internet safely. All children participate in annual e-safety lessons so that children understand how to stay safe online and report any concern they may have when using technology.

Computing Long Term Plan

Computer Science | **Information Technology** | Digital Literacy

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cuby Class	Year A						
	Year B						
Keyne Class	Year A		Effective Searching (PM Unit 2.5)	Technology outside school (PM Unit 1.9)	Creating Pictures (PM Unit 2.6)	Spreadsheets (PM Unit 1.8)	Coding (PM Unit 1.7) Coding (PM Unit 2.1)

		Online safety and exploring Purple Mash (PM Unit 1.1)	Lego Builder (PM Unit 1.4)	Grouping and Sorting (PM Unit 1.2)			
	Year B	Online safety and exploring Purple Mash (PM Unit 1.1)	Questioning (PM Unit 2.4)	Online Safety (PM Unit 2.2)	Animated Story Books (PM Unit 1.6)	Spreadsheet (PM Unit 2.3) Pictograms (PM Unit 1.3)	Presenting Ideas (PM Unit 2.8)
		Maze Explorers (PM Unit 1.5)			Making Music (PM Unit 2.7)		
Ladoca Class	Year A	Coding (PM Unit 4.1)	Online safety (PM Unit 4.2)	Spreadsheets (PM Unit 4.3)	Writing for different audiences (PM Unit 4.4)	Logo (PM Unit 4.5)	Effective search (PM Unit 4.7)
			Animations (PM Unit 4.6)		Making Music (PM Unit 4.9)	Artificial Intelligence (PM Unit 4.10)	Hardware investigators (PM Unit 4.8)
	Year B	Coding (PM Unit 3.1)	Online Safety (PM Unit 3.2)	Touch Typing (PM Unit 3.4) Branching Databases (PM Unit 3.6)	Email including internet safety (PM Unit 3.5)	Simulations (PM Unit 3.7) Graphing (PM Unit 3.8)	Presenting (PM Unit 3.9)
			Spreadsheets (PM Unit 3.3)				
Blaise Class	Year A	Coding (PM Unit 5.1)	Online Safety (PM Unit 5.2)	Databases (PM Unit 5.4)	3D Modelling (PM Unit 5.6)	Concept Maps (Unit 5.7)	Word Processing (PM Unit 5.8)
			Spreadsheets (PM Unit 5.3)	Game Creator (PM Unit 5.5)			
	Year B	Coding (PM Unit 6.1)	Online Safety (PM Unit 6.2)	Blogging (PM Unit 6.4)	Networks (PM Unit 6.6)	Quizzing (PM Unit 6.7)	Understanding Binary (PM Unit 6.8)
			Online safety (PM 6.2)	Text Adventures (PM Unit 6.5)			

How do we measure the impact of our computing curriculum?		
Teacher Assessment	**Evidence of work on Purple Mash**	**Discussions with children during lessons**
Recap quizzes at the end of units	**Elicitation tasks and Strategies**	**Vocab Aquisition**