**Compassion Friendship Forgiveness Resilience Hope**

## *Our vision*

*Our inclusive school is a place of creative learning where all talents are developed, celebrated and enjoyed. We nurture all to be curious, passionate and resilient lifelong learners. As a community, we listen to, forgive and love one another so all can be confident in who they are. Inspired by Jesus we walk beside each individual in our family by understanding and responding to their unique needs. We have hope in all our children that they grow to be open, compassionate people of the world who stand up for what is right.*

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# Computing

## Subject Intent

Technology plays an ever increasing part of our students lives and at Charing CE Primary School we want pupils to learn to be masters of technology and not slaves to it. Our computing lessons, and wider curriculum aims to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to learn how to use technology to create and innovate, and our curriculum, based on the three core strands of computer science, information technology and digital literacy reflects this aim. We use technology, including social media, to model positive use and recognise that the best prevention for a lot of issues we currently see with technology/social media is through effective and early education.

Our knowledge rich, spiral curriculum provides opportunities for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists. We encourage staff to try and embed computing across the whole curriculum where meaningful connections can be made, to make learning creative and accessible, for example using pictograms to support the maths curriculum, word processing to write for different audiences, or animations to support learning about the water cycle or a volcano eruption.

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We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

Computing in KS1 and KS2 is taught in a weekly lesson, following the planning guidance within the Purple Mash resource. Units are identified and then the planning is adapted to meet the needs, abilities and context of the classes. Computing lessons focus on either an explicit computer science learning outcome, or an 'investigation lesson', allowing children to explore and familiarise themselves with a new app or software, before it is applied to a more focussed area of the curriculum. Using Purple Mash allows us to ensure the knowledge and skills taught build year on year to deepen and challenge our learners.

We aim to provide a computing curriculum that the children enjoy and value. We ask children to consider the impact that technology and computing has on their wellbeing, learning and development. Through our computing curriculum, children will be able to realise the benefits of technology, and the need to find the right balance for a healthy lifestyle. Not only do we want our children to leave Charing Primary School as digitally literate and competent end-users of technology but to have developed creativity, resilience, problem-solving and critical thinking skills.

Curriculum overview 2024-2025

| Year Group | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|---|---|---|---|---|---|---|
| EYFS | Mini-Mash All about me | Mini-Mash Animals | Mini-Mash Transport | Mini-Mash Plants | Mini-Mash Mini-beasts | Mini-Mash Under the sea |
| Y1 | 1:1 Online Safety<br>1:2 Grouping and Sorting | 1:3 Pictograms<br>1:4 Lego builders | 1:5 Maze Explorers | 1:7 Coding | 1:6 Animated Story Books | 1:8 Spreadsheets |
| Y2 | 2:1 Coding | 2:3 Spreadsheets<br>2:5 Effective Searching | 2:2 Online Safety<br>2:7 Making Music | 2:6 Creating Pictures | 2:4 Questioning | 2:8 Presenting ideas |
| Y3 | 3.1 Coding | 3.2 Safety<br>3.3 Spreadsheets | 3.4 Touch Typing<br>3.5 Email | 3.5 Email<br>3.6 Branching Databases | 3.7 Simulations<br>3.8 Graphing | 3.9 Presenting |
| Y4 | 3.1 Coding | 3.2 Safety<br>3.3 Spreadsheets | 3.4 Touch Typing<br>3.5 Email | 3.5 Email<br>3.6 Branching Databases | 3.7 Simulations<br>3.8 Graphing | 3.9 Presenting |
| Y5 | 5.2- online safety | 4.6- animation coding<br>4.7- effective searching | 5.6- 3D modelling<br>5.7- concept maps | 5.7- concept maps<br>5.8- word processing | 5.8- word processing | 5.9- Using external devices |
| Y6 | 6.1 Coding<br>6.2 Online Safety | 6.3 Spreadsheets | 6.5 Text Adventures | 6.4 Blogging | 6.8 Understanding Binary | Hour of Code Challenges |