# COMPUTING

Warden Hill PRIMARY SCHOOL

## Curriculum Progression Map 2020 2021

Our overarching intent is to develop our children's understanding and confidence with all aspects of IT, in order to prepare them for their continuing education and jobs in the future. Technology plays a significant role in today's society. Our curriculum is designed to give our children the skills and understanding to work effectively and safely in this increasingly digital world. We have implemented a progressive curriculum, which covers three main areas:

- computing skills / computational thinking
- essential digital literacy skills (separate skills ladder)
- e-safety

Computing is taught through discrete computing lessons and is supported by the Switched on Computing scheme. Throughout the school we use a combination of computing equipment – interactive whiteboards, laptops, iPads, Nexuses, learnPads, data loggers etc.
A key focus of computing at our school is e-safety. All children sign up to our "Computing Golden Rules" which help to ensure careful and safe use of computing equipment.

| Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|---|---|---|---|---|---|---|
| Use a range of apps on the iPads including letter and number formation, stopwatches, camera, teach your monster to read, eBooks and maths 3-5/4-6<br><br>Become familiar with and use a range of software on the laptops<br><br>Using the Itouch software on IWB<br><br>Learn simple programing to | We are Painters<br>Using iPad and Nexus cameras to create a self portrait<br><br>We are rhythmic<br>Creating sound patterns<br><br>We are Treasure Hunters<br>Programming Beebots | We are photographers<br>Taking, selecting and editing digital images using editing software<br><br>We are researchers<br>Searching the internet for relevant information<br><br>We are astronauts<br>Understanding simple algorithms and programs | We are programmers<br>Writing simple programs<br><br>We are bug fixers<br>Finding and correcting bugs in programs<br><br>We are who we are<br>Creating presentations about ourselves | We are musicians<br>Creating digital music<br><br>We are software developers<br>Writing more advanced programs<br><br>We are bloggers<br>Sharing experiences and opinions (WordPress or Blogger) | We are adventure gamers<br>Creating an interactive adventure using presentation software<br><br>We are architects<br>Creating a virtual space<br><br>We are web developers<br>Building a website | We are toy makers<br>Coding a micro:bit<br><br>We are computational thinkers<br>Mastering algorithms<br><br>We are publishers<br>Publishing a digital year book |

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| control a remote control toy on a journey<br><br>Record with talking buttons, microphones and clipboards | We are detectives<br>Using data to solve clues<br><br>We publishers<br>Creating a multimedia book about our achievements<br><br>We are TV chefs<br>Using iPads to video the steps of a recipe | We are animators<br>Creating stop motion animations<br><br>We are zoologists<br>Using Powerpoint and Excel<br><br>We are games testers<br>Exploring simple programming | We are co-authors<br>Developing a Wiki page<br><br>We are presenters<br>Videoing a presentation against a green screen<br><br>We are opinion pollsters<br>Using excel to collect data | We are artists<br>Fusing geometry and art<br><br>We are meteorologists<br>Using data loggers<br><br>We are makers<br>Coding for micro:bit | We are cryptographers<br>Cracking computer code<br><br>We are VR designers<br>Experimenting with virtual and augmented reality<br><br>We are game developers<br>Using Scratch to develop and interactive game | We are connected<br>Exploring social media<br><br>We are advertisers<br>Using green screen technology<br><br>We are AI developers<br>Exploring artificial intelligence applications |

By the time they leave Warden Hill in year 6:

- Our children can plan, write and test computer programs
- Our children can explore algorithms and logical reasoning
- Our children can create across a range of media
- Our children can use and understand the internet effectively and safely
- Our children can use computers and the internet to communicate with one another or to a wider audience, working collaboratively
- Our children can collect and analyse data and information and manipulate and present it to an audience
- Our children are competent using Excel, Word, Powerpoint and publisher which will equip them for their future studies