

Computing

Statement

At Cummersdale Primary School our aim is to provide a high-quality computing education which equips children to use computational thinking and creativity to understand and change the world. The curriculum will teach children key knowledge about how computers and computer systems work, and how they are designed and programmed. Learners will have the opportunity to gain an understanding of computational systems of all kinds, whether or not they include computers.

The following schemes/programs will be used to guide and enhance our teaching of the computing curriculum:

- I. PurpleMash Computing Curriculum
- II. Kapow Computing Curriculum

By the time they leave Cummersdale Primary School, children will have gained key knowledge and skills in the three main areas of the computing curriculum: Conceptual thinking (programming and understanding how digital systems work), Computers and Hardware (using computer systems to store, retrieve and send information) and digital literacy and online safety (evaluating digital content and using technology safely and respectfully). The objectives within each strand support the development of learning across the key stages, ensuring a solid grounding for future learning and beyond.

Curriculum Map

<u>Cycle A</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Year 1 and 2</u>				<u>Algorithms</u>	<u>Digital Imagery</u>	
<u>Year 3 and 4</u>	<u>Journey inside a computer</u>		<u>Networks and the internet</u>		<u>Top trumps databases</u>	
<u>Year 5 and 6</u>	<u>Mars Rover I</u>	<u>Mars Rover II</u>			<u>Search Engines</u>	

<u>Cycle B</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Year 1 and 2</u>	<u>Getting started/safety</u>		<u>Programming - scratch</u>		<u>Introduction to data</u>	
<u>Year 3 and 4</u>			<u>Web design</u>		<u>Computational Thinking</u>	
<u>Year 5 and 6</u>	<u>Stop Motion Animation</u>		<u>Bletchley Park Code Breaking</u>		<u>Scratch-Music Programming</u>	