



Pegasus Primary School
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Orchard Meadow Primary School
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Computing Curriculum

Curriculum Intent Statement

At Orchard Meadow pupils will:

- Generate high quality presentation skills through using a range of different programmes. Having the confidence to choose the correct programme to present relevant information
- Write, tinker and debug code in order to solve specific problems or creatively develop products to be consumed by an audience.
- Understand how to keep themselves and others safe whilst using the internet.

They will do this through our key drivers and enquiry questions:

Key driver	Outcome
Respect	I know how to use technology to solve problems. I can produce code following the <i>Ten Commandments of Computer Ethics</i> . I know how to interact with other people on the internet safely and with respect for myself and others.
Determination	I know that code can have bugs and that part of my learning is debugging the code. I know that I will have to re-write and ‘tinker’ with my code to achieve my desired result.
Creativity	I know that code can be written to produce creative content as well as solve problems. I can use a range of technology to create games and art work in order to entertain and challenge those who are consuming my code. I know I can present information in different ways in order to communicate with different audiences for different purposes.
Confidence	I know that I am a coder. I know I use technology purposefully and safely. I am confident that I can use technology to solve problems and to improve my standard of communication. I know how to solve problems and debug. I know where to look if I need further support.
Enthusiasm	I enjoy learning about different forms of communication. I enjoy challenges and tinkering to debug my own and my peers code. I work collaboratively with different people to produce and develop content. I can present information with confidence and enthusiasm. I have resilience in my own practice.
Ambition	I understand how technology can support me and aid my life. I know that the skills I am learning and developing at school are the building blocks for my future and that I will continue to improve on these throughout my academic life. I know these skills will prepare me for life in modern Britain.

Whole school summary

	Autumn	Spring	Summer
Nursery	How can I keep myself safe?	How can I use technology to present information?	How can technology help me solve a problem?
	Digital Literacy	Information Technology	Computer science
Reception	How can I keep myself safe?	How can I use technology to present information?	How can technology help me solve a problem?
	Digital Literacy	Information Technology	Computer science
Year 1	How can I programme a Beebot to move around a set space?	How can I use a word processor to present information?	How can I code a Sprite?
	Beebot Computer science	Information Technology	Computer science- scratch jnr
Year 2	How can I use the internet to gather and present information?	How can I use a computer to create art?	How can I use scratch to create and debug?
	Digital Literacy/Information Technology	Information Science	Computer science scratch
Year 3	How can I safely use the internet to send e-mails?	How can I present information in a way that will engage people?	How can I use a repeat block to improve the efficiency of my code?
	Digital Literacy	Information Technology (powerpoint)	Scratch
Year 4	How can I use duplicate, select and repeat to achieve a specific goal?	How can I create an animation to entertain?	How can I identify and avoid a cyberbully?
	Scratch	Stop Motion (Ipads and editing)	Use of office 365 e-mails
Year 5	How can I avoid receiving Spam e-mails?	How can I use repetition and a range of variable to build a quiz?	How can I explore and manipulate 2D and 3D shapes?
	Use of office 365 e-mails	Scratch	SketchUp
Year 6	How can I use a spread sheet to solve a problem?	How does the internet work and how can I stay safe?	What blocks do I need to use for an entertaining animation?
	Excel	E-safety	Scratch

Computing planning template

Year:			
Term: Spring			
Driver			
By the end of this unit I will understand the following core concepts: •			
Computational Skill			
High quality outcome:			
Vocabulary			
Resources:	Lesson 1	WALT: Prior knowledge: Outcome: Steps to Success: WAGOL: Extension (greater depth skill KPI)	
Resources:	Lesson 2	WALT: Prior knowledge: Outcome: Steps to Success: WAGOL:	

		Extension (greater depth skill KPI)
Resources:	Lesson 3	Pop Quiz: definitions, skills tests WALT: Prior knowledge: Outcome: Steps to Success: WAGOL: Extension (greater depth skill KPI)
Resources:	Lesson 4	WALT: Prior knowledge: Outcome: Steps to Success: WAGOL: Extension (greater depth skill KPI)
Resources:	Lesson 5	WALT: Prior knowledge: Outcome: Steps to Success: WAGOL: Celebration: Extension (greater depth skill KPI) Evaluation: