

Computing Curriculum Overview

The Outcome – Critical and responsible online citizens. Purposeful, resourceful and confident users of ICT who are curious and creative.

What will our Computer Scientist be able to do when they leave Lime Tree?

At Lime Tree Primary Academy, we understand the responsibility that we have to raise pupils who are confident, creative and responsible users of technology; preparing and equipping them for a future in a world of technology that does not yet exist. Our pupils will understand the impact of their ‘digital footprint’ and will become digitally literate, active participants in a digital world. They will understand how to use the internet and technology safely; minimising risk to both themselves and others.

Our children will have had repeated practical experience of writing computer programs in order to solve problems, including logic & algorithms. They will have the ability to ask and answer questions through collecting, analysing, evaluating and presenting data and information.

Ultimately, they will have a clear understanding of how digital networks work and the services they provide. This will enable them to use search options effectively whilst understanding the need to evaluate the relevance of content. The children will be respectful, responsible and competent digital citizens; they will have the knowledge to support themselves and others online.

Threads

Thinkers	Learners	Individuals
Creative, imaginative, structured and adaptable	Skilled, knowledgeable, independent and resilient	World aware, community spirited, caring and healthy

Starting Points- Areas of Study

Prior to each new area of learning, begin with an online safety lesson in the following topics (see Project Evolve for supporting documents)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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	<p>Online Safety Induction Week</p>  <p>'Privacy and Security'</p>  <p>'Self image and identity'</p>	<p>Online Safety</p>  <p>'Online Relationships'</p>  <p>'Online Reputation'</p>	<p>Online Safety</p>  <p>'Online Bullying'</p>	<p>Online Safety</p>  <p>'Managing online information'</p>	<p>Online Safety</p>  <p>'Health Well-being and Lifestyle'</p>	<p>Online Safety</p>  <p>'copyright and ownership'</p>
EYFS						
Year 1	Computing systems and networks - Technology around us (DL)	Creating Media - Digital painting (IT)	Programming A - Moving a robot (CS)	Data and Information - Grouping data (IT)	Creating Media - Digital writing (IT)	Programming B - Programming animations (CS)
Year 2	Computing systems and networks - IT around us (DL)	Creating Media - Digital photography (IT)	Programming A - Robot algorithms (CS)	Data and information - Pictograms (IT)	Creating Media - Digital music (IT)	Programming B - Programming quizzes (CS)
Year 3	Computing systems and networks - Connecting computers (DL)	Creating Media - Stop-frame animation (IT)	Programming A - Sequencing sounds (CS)	Data and information - Branching databases (IT)	Creating Media - Desktop publishing (IT)	Programming B - Events and actions in programs (CS)
Year 4	Computing systems and networks - The internet (DL)	Creating Media - Audio production (IT)	Programming A - Repetition in shapes (CS)	Data and information - Data logging (IT)	Creating Media - Photo editing (IT)	Programming B - Repetition in games (CS)
Year 5	Computing systems and networks - Systems and	Creating Media - Video production (IT)	Programming A Selection in physical	Data and information Flat-	Creating Media - Introduction to	Programming B - Selection in



	searching (DL)		computing (CS) *DT Link See DT Navigating the Digital World*	file databases (IT)	vector graphics (IT)	quizzes (CS)
Year 6	Computing systems and networks - Communication and collaboration (DL)	Creating Media - Web page creation (IT)	Programming A - Variables in games (CS)	Data and information - Introduction to spreadsheets (IT)	Creating Media - 3D Modelling (IT)	Programming B - Sensing movement (CS) *DT Link* See DT 'Navigating the Digital World'