SUBJECT OVERVIEW

The intent for computing at Keevil Academy is to teach a balanced, stimulating and creative curriculum that is coherently planned and sequenced towards providing the children with a broad and rich skills set and knowledge base that they can apply to a range of situations in the future.

Intent: We aim to…

| The curriculum is ambitious and designed to give all learners, particularly the most disadvantaged and those with SEN and disability, the knowledge they need to succeed in life. | .The learning is sequenced and planned coherently | The lesson develop from previous learning and experiences | To develop skills in the children to enable them to make informed choices when computing | To provide the children a broad and rich curriculum to prepare them for their future |

Implementation: How do we achieve our aims?

- over the course of study, teaching is designed to help learners to remember in the long term the content they have been taught and to integrate new knowledge into larger concepts

Concepts

Connecting (Online Safety)
Includes:
- E safety
- Understanding what a network is
- Turning on the system
- Using the web to search
- Evaluating search results

Collecting (Data Handling)
Includes:
Using Microsoft Access to sort data
2Simple branching databases
Micro:bit

Coding (Programming)
Includes:
Beebots
Code. Org
Scratch junior
Scratch

Communicating (Digital Literacy)
Includes:
- Using a mouse
- Saving and retrieving material
- Presnting
- Selecting an appropriate documents for a given task
- Editing – fonts, style etc
- Adding images

Creating (Content creation)

Includes:
- Video editing
- Animation
- Photograph manipulation
- Drawing and painting with an art package
- Adobe Firefly – Image Generator
Generating Fake News – Chat GPT
Magic School – Social Stories

Structure

Terms 5 and 6 are designated Computing terms. At least one term is spent developing programming skills using either Code.org, Scratch junior and Scratch. Projects will be set to allow the children to apply their new learning and throughout the year children will have the opportunity to revisit and create.

E safety
Is covered at the beginning of each year to ensure the children begin the year knowing how to be safe online.
- https://www.thinkuknow.co.uk/
- https://www.bbc.com/ownit/take-control/thinkuknow-band-runner
- https://www.childnet.com/young-people/4-11-year-olds/get-smart/

Digital Literacy
Focusses on developing keyboard and editing skills which can be used cross curriculum. It ensures children know how to retrieve and save their work and also introduces a variety of document types that can be used to present information such as Word, PowerPoint, Publisher. The aim is for children to eventually choose their own document and be able to explain why they have made that choice.

Cross curriculum links

Research
The children are expected to be able to be given a theme or question and then research with a search engine such as Google, but they will also have to evaluate the accuracy of the information found

Creativity
There are many areas across the curriculum that use images either created by the child or sourced from the internet. The children will also explore simple animations and repeated designs. The children will have opportunities to edit simple videos and manipulate photo graphs. We are introducing programs related to AI to introduce the technology they will be experiencing as they get older

Maths/ science
The children will begin to explore how technology can provide support in maths.
- Excel spread sheets to do calculations especially with larger amounts
- Databases to sort and order items
- Using Micro: bit as a datalogger

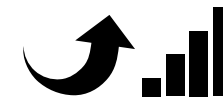✔ *Impact: how will we know we have achieved our intent?*

| Computing logs | . Observations | Pupil voice | End of unit assessment | Retrieval practice |