

## Computing Curriculum

**Teacher:** Class teacher

**Time per week:** 1 hour per week for Years 1-6

**Scheme of work:** Purple Mash

**Opportunities for enrichment:**

Google Days - where a small select group of children are chosen to attend an enrichment day exploring the features of Google.

VR Headset day - where children take a virtual journey back in time or across the waters to explore life and history, enriching their topic work.

### Intent - *Why do we teach what we teach?*

Here at Long Crendon School our aim is to deliver a broad and balanced approach to computing that both engages and inspires children in computational thinking. To assist and encourage children to become 'masters of technology'. We aim to build children's resilience and understanding in an ever-changing technical world - ensuring that they leave Long Crendon School as safe and confident users of ICT. Allowing every child access to modern technology regardless of their socio-economic background.

### Implementation - *How do we teach what we teach?*

Our current programme of study enables our teachers to meet the national vision for Computing. Lessons provide flexibility, strong cross-curricular links and integrate perfectly across our curriculum.

Our computing curriculum allows for a spiral approach to learning and understanding. Each year builds on the skills of the previous - giving a solid foundation to their curriculum. Our lessons support our teachers in delivering fun and engaging lessons which help to raise standards and allow all pupils to achieve to their full potential.

### Purple Mash scheme overview of content:

Please see below for the colour-coded table which outlines the areas of skills taught in Computing through our Purple Mash Scheme. This chart can be used to gain an understanding of how we deliver a broad and balanced approach to Computing.

Theme Key:															
	Coding and Computational thinking		Spreadsheets		Internet and Email		Art and Design		Music		Databases and graphing		Writing and Presenting		Communication and networks

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 1	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 1.2 Grouping & Sorting		Unit 1.3 Pictograms		Unit 1.4 Lego Builders		Unit 1.5 Maze Explorers		Unit 1.6 Animated Story Books			Unit 1.7 Coding			Unit 1.8 Spreadsheets		Unit 1.9 Technology outside school										
	Weeks – 4				Weeks – 2		Weeks – 3		Weeks – 3		Weeks – 3		Weeks – 5			Weeks – 6			Weeks – 3		Weeks – 2										
	Programs – Various				Programs – 2DIY		Programs – 2Count		Programs – 2DIY		Programs – 2Go		Programs – 2Create A Story			Programs – 2Code			Programs – 2Calculate		Programs – Various										

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 2	Unit 2.1 Coding				Unit 2.2 Online Safety		Unit 2.3 Spreadsheets			Unit 2.4 Questioning			Unit 2.5 Effective Searching		Unit 2.6 Creating Pictures		Unit 2.7 Making Music		Unit 2.8 Presenting Ideas													
	Weeks – 5				Weeks – 3		Weeks – 4			Weeks – 5			Weeks – 3		Weeks – 5		Weeks – 3		Weeks – 4													
	Programs – 2Code				Programs – Various		Programs – 2Calculate			Programs – 2Question, 2Investigate			Programs – Browser		Programs – 2PaintAPicture		Programs – 2Sequence		Programs – Various													

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 3	Unit 3.1 Coding				Unit 3.2 Online safety		Unit 3.3 Spreadsheets		Unit 3.4 Touch Typing		Unit 3.5 Email (including email safety)			Unit 3.6 Branching Databases		Unit 3.7 Simulations		Unit 3.8 Graphing														
	Number of Weeks – 6				Weeks – 3		Weeks – 3		Weeks – 4		Weeks – 6			Weeks – 4		Weeks – 3		Weeks – 3														
	Main Programs – 2Code				Programs – Various		Programs – 2Calculate		Programs – 2Type		Programs – 2Email, 2Connect, 2DIY			Programs – 2Question		Programs – 2Simulate, 2Publish		Programs – 2Graph														

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
YEAR 4	Unit 4.1 Coding				Unit 4.2 Online safety		Unit 4.3 Spreadsheets			Unit 4.4 Writing for different audiences			Unit 4.5 Logo		Unit 4.6 Animation		Unit 4.7 Effective Search		Unit 4.8 Hardware Investigators														
	Number of Weeks – 6				Weeks – 4		Weeks – 6			Weeks – 5			Weeks – 4		Weeks – 3		Weeks – 3		Weeks – 2														
	Main Programs – 2Code				Programs – Various		Programs – 2Calculate			Programs – 2Email, 2Connect, 2DIY			Programs – Logo		Programs – 2Animate		Programs – Browser																

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 5	Unit 5.1 Coding				Unit 5.2 Online safety		Unit 5.3 Spreadsheets			Unit 5.4 Databases			Unit 5.5 Game Creator		Unit 5.6 3D Modelling		Unit 5.7 Concept Maps															
	Number of Weeks – 6				Weeks – 3		Weeks – 6			Weeks – 4			Weeks – 5		Weeks – 4		Weeks – 4															
	Main Programs – 2Code				Programs – Various		Programs – 2Calculate			Programs – 2Question, 2Investigate			Programs – 2DIY 3D		Programs – 2Design and Make		Programs – 2Connect															

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 6*	Unit 6.1 Coding						Unit 6.2 Online safety			Unit 6.3 Spreadsheets					Unit 6.4 Blogging				Unit 6.5 Text Adventures				Unit 6.6 Networks			Unit 6.7 Quizzing						
	Number of Weeks – 6						Weeks – 2			Weeks – 5					Weeks – 5				Weeks – 5				Weeks – 3			Weeks – 6						
	Main Programs – 2Code						Programs - Various			Programs – 2Calculate					Programs – 2Blog				Programs – 2Code, 2Connect							Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate						

### Impact: *how do we know what pupils have learnt and how well they have learnt it?*

Here at Long Crendon we want to build future problem solvers, children with a ‘can do’ and reflective attitudes to computing. Children leaving Long Crendon should be confident in their ability and embedded skills, ready to take a committed and full part in computing lessons at KS3. We want children to embrace and enjoy technology in a meaningful way and be able to articulate and use strategies for keeping themselves safe online.

### Assessment

Computing will be assessed using both formative and summative assessment. Formative assessment will happen during computing lessons and will be used to inform future planning and this will be conducted by the teacher on an informal basis. Summative assessments will be made based on the collected evidence of work the children produce. This work will be saved by the child and teachers will have access to this to make their summative judgements. After each computing unit teachers will fill in their assessment sheet appropriate to their topic and will identify those children who are ‘working towards’ or ‘exceeding’ age expectations for their year group.

### Equal Opportunities and Inclusion

We will ensure that all children are provided with opportunities to access the computing curriculum throughout the school. Where necessary, we will endeavour to make adaptations to the environment or provide software that will enable all learners to achieve. Children without ICT equipment at home will be offered a school computer to use at home to complete school work.