Hartford Primary School

Respect, Aspiration, Responsibility, Pride

Computing Curriculum Whole school

	Autumn	Spring	Summer
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EYFS	**Technology**: children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes Completes a simple program on a computer. •Uses ICT hardware to interact with age-appropriate computer software. Early Learning Goal Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. •Encourage children to speculate on the reasons why things happen or how things work. •Support children to coordinate actions to use technology, for example, call a telephone number. •Teach and encourage children to click on different icons to cause things to happen in a computer program. •Provide a range of materials and objects to play with that work in different ways for different purposes, for example, egg whisk, torch, other household implements, pulleys, construction kits and tape recorder. •Provide a range of programmable toys, as well as equipment involving ICT, such as computer.		
Year 1 ***Embed across the curriculum**	Basic Skills Handle and log onto laptops, class computer, I pad. Mouse skills cursor Word processor/text skills Save and retrieve Safe search internet **Twinkl Year 1 online safety Digital Ambassador visit**	E-Safety **Twinkl** **Hector's World-CEOP** **ThinkuKnow** https://www.esafety.gov.au/education-resources/classroom-resources/hectors-world	Algorithms **Unplugged activities** Computing At School resources Twinkl Espresso- unplugged activities Safer Internet Day February- Assembly	Programming -Coding Unit 1A Espresso coding "On the move"	Algorithms - **Beebots** **Instructions to create movement**	Programming Unit 1B Espresso coding "Simple inputs"

Year2 ***Embed across the curriculum**	At least 6 lessons On Basic Skills Basic Skills Recognise common uses of information technology beyond school Logging on to a laptop and espresso. Using a keyboard and mousepad. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns (CEOP,BBC and Twinkl safety)	Online Safety iSafe from iCompute Smartie the Penguin (CEOP) iSearch (iCompute) Safe search research Lives of people in the past? Algorithms – unplugged activities	Unit 2a Block coding- instructions Fairy Stories And or Algorithms (Primary Computing)	Unit 2a Block coding – different sorts of inputs And/or Algorithms (Primary Computing)	Unit 2b Block coding- using buttons and instructions	iProgram (iCompute) Word Processing How to save/retrieve
KS1 Objectives	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about	Recognise common uses of information technology beyond school.	Create and debug simple programs.	Use logical reasoning to predict the behaviour of simple programs	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

	content or contact on the internet or other online technologies.					
Year 3 ***Embed across the curriculum**	Online safety CEOP-Think you know Twinkl	Programming Espresso coding Year 3 starter unit	Skills Pictograms Bar charts Handling data	Programming Espresso Unit 3A Sequence and animation Scratch	Skills Research-online Safe search Word processing Blog	Programming Espresso Unit 3B Conditional Events Selection
Year 4 ***Embed across the curriculum**	Programming Espresso Year 4 starter unit	Skills- Romans Research-online Power point	Kodu coin quest		Unit 4A Introduction to variables Unit 4b Repetition and loops	Online safety Espresso CEOP twinkl
Year3/4 objectives :Pupils should be taught to	Recognise common uses of information technology beyond school Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and co	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
Year 5 ***Embed across the curriculum**	Online Safety Twinkl, CEOP-Think you know Basic Skills (PowerPoints, Word, emails) Espresso Starter Unit		Python- Espresso		Espresso introduction to HTML Unit 1	Espresso Coding Unit 5B Random numbers and simulations

Year 6 *Embed across the curriculum	Scratch –make a computer game to help a younger child at maths.(Primary Computing) **Creating your own numeracy games**			KOMO Animation (linked to Conway Trip)		Espresso coding iProgram **(iCompute)** **iCompute\iProgram UKS2\iProgram Year 6\Unit Plan\Y6-iProgram Unit Plan.pdf** iApp iCompute\iApp Y6\Unit Plan\Y6-iApp Green Screen Performance	iNetwork **iCompute\iNetwork Y6\Unit Plan\Y6-iNetwork Unit Plan.pdf**
Year 5/6 objectives	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and co	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	Understand computer networks including the internet: how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
All Year Groups have access to espresso coding (Teachers to download and read lesson plans prior to children starting on the units) Hour of Code – also valuable teaching resource in addition to above resources. Twinkl is available for e safety							