



# Computing Curriculum

At Willington Primary School, we aim for our children to foster a deep love and understanding of computing and an awareness and knowledge of computing in the real world and their everyday lives. We aim to provide a high-quality computing curriculum that prepares our children for life in the 21st century. We aim to provide a progressive and challenging curriculum, which is meaningful, relevant and enjoyable and develops skills for lifelong learning. It is based on the National Curriculum, using Teach Computing and Project Evolve for lesson delivery.

	Digital Literacy	Information Technology			Computer Science		
Year 1	Technology around us	Digital Painting	Digital Writing	Grouping Data	Moving a robot	Introduction to animation	
Year 2	IT around us	Digital photography	Making music	Pictograms	Robot algorithms	Introduction to quizzes	
Year 3	Connecting computers	Animation	Desktop publishing	Branching databases	Sequence in music	Events and actions	
Year 4	The Internet	Audio editing	Photo editing	Data logging	Repetition in shapes	Repetition in games	
Year 5	Sharing information	Vector drawing	Video editing	Flat-file databases	Selection in physical computing	Selection in quizzes	
Year 6	Communication	3D Modelling	Web page creation	Spreadsheets	Variables in games	Sensing	

Our computing lessons follow the National Curriculum (2014) and units are assigned to each year group.

They ensure the coverage of the three areas of the computing curriculum: information technology, digital literacy and computer science.

Computing systems and networks

Creating media

Data and information

Programming

### Our Computing lessons follow the below structure:

#### Starter

All lessons start with a verbal retrieval practice of computing skills covered so far, especially those that are being focused on in the current lesson.



## Main Activity

Children are taught new knowledge and given time and opportunities to apply this new knowledge in order to develop their skills.



## Plenary

Recap of the lessons learning with time for discussions about how pupils feel their learning has progressed and aspects that they found tricky.



At WPS, we ensure our Computing curriculum nurtures our core values which underpin our whole school ethos.

Our School Motto	Where Pupils Succeed										
Our Core Values	We REACH for success at WPS				<u>R</u> espect	<u>E</u> mpathy	<u>A</u> spiration	<u>C</u> ollaboration	<u>H</u> onesty		
to the 'Willington Way'	We will Care about our community and the wider world	We will be <u>H</u> elpful	We will be <u>A</u> dventurous	We will be Responsible for our actions and behaviours	We will be <u>A</u> ccepting of others	We will <u>C</u> ommunicate with confidence	We will be <u>T</u> olerant of each other	We will find <u>E</u> njoyment in everyday	We will be <u>R</u> eflective learners		



#### SEND

**Quality first teaching** strategies are used to support all learners.

Learning outcomes are broken down into smaller steps, where appropriate.

Re-visiting content through cross-curricular learning and/or through other activities in school.

**Adaptive teaching strategies** provide different levels of support, using different resources or adjusting the pace of instruction.







#### **Assessment**

Teachers assess what pupils already know and understand before embarking on a learning module.

Teachers provide formative feedback that helps pupils to identify how to improve.

