



Curriculum Mapping – Computing

The Computing Curriculum at Shebbear Primary School

At Shebbear Community School, our focus is that the Computing Curriculum prepares our pupils to be able to handle and use technology safely in preparation for their adult life. Of all the curriculum subjects that are covered in the primary curriculum, Computing is the one that is most evolving and needs frequent evaluating over the relevance of its content. Teaching staff receive regular CPD opportunities of updated software and technologies in order to deliver this information to colleagues and to pupils effectively.

Online safety is embedded within the whole curriculum and is taught as a discrete unit as well as within other curriculum subjects. Safer Internet Day each year provides the opportunity to raise awareness to pupils as well to parents and carers through parent workshops and update meetings. Each year pupils take part in the 'code for life' project which gives all children the opportunity to work with code in a variety of contexts.

Cross- curricular links to online publishing, digital literacy links and the maths curriculum are strongly promoted to ensure that pupils have access to the Computing curriculum throughout their time here at Shebbear. Throughout their time at Shebbear, children develop from using 'block based language' to 'text based language' to prepare them for Computing at Secondary level Pupils are exposed to a range of software and hardware that broadens their experience with technology in preparing them for their next step at Secondary level.

National Curriculum

EYFS Maths They recognise, create and describe patterns. Physical Development Children show good control and co-	use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies Accessing Internet	*use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact Accessing Internet Pupils can access the internet via Smartboards in class,
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ordination in large and small movements. They handle equipment and tools effectively. Understand the World Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. Communication and Language Children follow instructions involving several ideas or actions.	Pupils access the internet via Smartboards in class, Learnpads and Chromebooks. *search internet appropriately using key words. Programming *understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions *create and debug simple programs *use logical reasoning to predict the behaviour of simple programs *use technology purposefully to create, organise, store, manipulate and retrieve digital content • Turtle Logo • Beebots • Scratch Presentation • Computer Art – linked to ‘Draw’ or similar programme • Presentation skills – linked to powerpoint or similar programme • Word processing skills using Word or similar programme.	Learnpads and Chromebooks. They have the opportunity to investigate how phones and TVs can also connect them to the internet. *Pupils can use search engines appropriately using key words. *Pupils can send and receive emails internally. *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 Programming Pupils have opportunity to learn about algorithms and how they can be used to create programmes. • Turtle Logo • Scratch • Code.org • Use scratch/ code.org to develop games • Flowol – developing flow chart • Kodu – developing games *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
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	Drawing or DTP through 'draw' or similar programme. Beyond School *Recognise common uses of information technology beyond school. Trips to link to how Computing is used in the real world (local shop, business).	*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 Presentation - Animation using movie maker - Word processing skills through Word or similar programme. - Drawing or DTP through Draw or similar programme. 3D modelling using Sketch up or similar programme. - Animated stories through powerpoint or similar programme - Spreadsheets using Excel or similar programme - Film making *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 Beyond School Appreciate how computer systems can be used in the wider world. Visits to local businesses within local area.
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Yr 1 and 2

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
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Year B	Technology Around Us	Digital Photography	Moving a Robot Online Safety Day	Pictograms Optional extra Programming Code. Org Course A (Yr 1) Course B (Yr 2)	Digital Writing	Programming Quizzes
Year A	Information Technology around us	Digital painting	Robot algorithms Online Safety Day	Grouping Data Optional Extra Programming Course A (Yr 1) Course B (Yr 2)	Digital music	Programming animations

Year 3 4

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Year B	Connecting Computers	Audio production	Sequencing sounds Online Safety Day	Data Logging	Desktop Publishing	Events and actions in programs

				Optional extra Programming Code. Org Course C (Yr 3) Course D (Yr 4)		
Year A	The internet	Stop- Frame Animation	Repetition in shapes Online Safety Day	Branching databases Programming Code. Org Course C (Yr 3) Course D (Yr 4)	Photo editing	Repetition in games

Year 5 6

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Year B	Systems and searching	Communication and Collaboration	Selection in physical computing	Variables in games	Vector graphics	3D Modelling

			Online Safety Day	Optional extra Programming Code. Org Course E (Yr 5) Course F (Yr 6)		
Year A	Video production	Webpage creation	Flat-file databases Online Safety Day	Introduction to spreadsheets Optional extra Programming Code. Org Course E (Yr 5) Course F (Yr 6)	Selection in quizzes	Sensing movement

Coding units- Children should complete them in alphabetical order.