

Curriculum: Computing

EYFS					
TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
Journeys	Toys	Superheroes	Land and Sea	Growing	Animals
Unplugged Programming Explorer Time	Beebots Teacher Directed	The Internet Teacher Directed	Useful Devices Explorer Time	Online Safety Teacher Directed	Let's Get Creative Explorer Time
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YEAR 1					
TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
Introduction to Data		Algorithms Unplugged		Programming Bee-Bots	
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YEAR 2					
TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
Stop Motion		Algorithms and Debugging		Programming Scratch Junior	
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YEAR 3					
TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
	Networks & the Internet		Programming Scratch		Databases
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YEAR 4					
TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
	Stop Motion Animation (Year 5 Kapow Unit)		Further Coding with Scratch		Computational Thinking
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YEAR 5					
TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
Search Engines		Programming Micro-Bits		Website Design & Html	
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YEAR 6					
TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
	Big Data			Further Micro-Bits	Further Micro-Bits (Cont.)

Curriculum Vision: Computing

The aim of the Computing curriculum at Sandgate Primary is to progressively build knowledge, such that all pupils are supported to know more and do more as they move through the school, on to secondary education and into later life. The curriculum is designed around both substantive and disciplinary concepts to ensure that all pupils successfully learn the discipline of Computing, along with the practical and theoretical knowledge that comprises the subject. The curriculum is supported by rigorous assessment approaches that accord all pupils the opportunity to demonstrate what they know and can do, whilst allowing gaps to be identified and addressed without impacting negatively on learning.

Substantive Threads: Computing

Each unit within the Computing curriculum at Sandgate, supported by Kapow Primary, is designed to progressively develop the following practical and theoretical strands of substantive knowledge:

- **Advancements in the Digital World:** how technological advancements have affected change in our daily lives.
- **Computer Science:** how computers and computer systems work and how they are designed and programmed. Computer Science units cover programming units alongside units such as understanding how a school network and the internet works.
- **Information Technology:** using a wide range of products and software to plan, develop and create a variety of media.
- **Digital Literacy:** understanding why you are choosing to use something for a particular purpose and implications.
- **Online Safety:** how to be responsible, competent, confident and creative users of information and communication technology.

Disciplinary Threads: Computing

Each unit within the Computing curriculum at Sandgate, supported by Kapow Primary, is designed to progressively develop children's knowledge of the discipline of Computing. Units have been organised around developing this in the following areas:

- **The impact of computing:** how computers support the development of other subject areas such as a science, mathematics and statistics.
- **Programming:** how programmers use technology to perform their role as a creator.
- **Daily use:** how adults and children choose and take control of their use of computers, including their awareness of online safety.