



Computing Long Term Overview – 2023/2024

INTENT	<p>Our computing curriculum is designed to equip children with skills and understanding to live in a technological world. We are currently using the Knowsley scheme of Work. We have a discreet timetable for the development of ICT skills and promote the use of creating transferable skills across subjects. The children develop their skills, with the use of laptops and other hardware such iPads. ICT starts as early as Foundation with mouse control, keyboard skills, saving and printing work.</p> <p>They also become familiar with some software programmes use in school and also create a home school link. Both KS1 and KS2 use the internet to carry out research, however KS2 progress to more complex skills such as data analysis, programming and coding. This includes being able to use a variety of computer software and coding programmes with an ongoing emphasis on the importance of Online Safety for all year groups.</p> <p>The impact of our ICT curriculum will enable our children to leave school as young computer literates and be creative thinkers, particularly in terms of applying ICT to present their work in a range of ways. As well as use the knowledge to select programmes for different purpose, children will become confident with using computational vocabularies and be able to use this in their everyday lives. Through the teaching of internet safety, children will become aware of the risks and consequences involved, and be able to seek support from the appropriate places.</p>					
IMPLEMENTATION	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation	Nursery rhyme coding	My online life	Animal safari	Robots	Pretty pictures	Beats and rhyme
Year 1	My online life (can use some from online detectives) – Digital literacy		Rainforests – VR/video information technology		Dancing robots Computer science	
Year 2	Online Buddies	Book Creator Digital Images	Code a Story	←→	Presentations & Typing	←→
Year 3	My online life (can use some from online detectives) – Digital literacy		Rainforests – VR/video information technology		Dancing robots Computer science	
Year 4	Online life		Game designer		Endangered animals	
Year 5	My Online Life		Making AR Games		Web Designer	

Year 6	My online life		Chicken Run – Crossy roads		Money & spreadsheets	
IMPACT	<p>Within Computing we encourage a creative and collaborative environment in which pupils can learn to express and challenge themselves. The success of the curriculum itself will be assessed via the analysis of yearly progress data, conducting regular pupil voice sessions, lesson observations and skills audits. This will then inform future adaptations of the schemes of work and help to ensure that progression is evident throughout school.</p> <p>In order to demonstrate that we have accomplished our aims, pupils at Lilleshall Primary School should:</p> <ul style="list-style-type: none"> ➤ Be enthusiastic and confident in their approach towards Computing. ➤ Present as competent and adaptable ‘Computational Thinkers’ who are able to use identified concepts and approaches in all areas of their learning. ➤ Be able to identify the source of problems and work with perseverance to ‘debug’ them. ➤ Create and evaluate their own project work. ➤ Have a secure understanding of the positive applications and specific risks associated with a broad range of digital technology. ➤ Transition to secondary school with a keen interest in the continued learning of this subject. 					
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