



## **Our Computing Curriculum Intent**

Our computing curriculum aims to develop *Computational Thinkers and Digital Citizens* so that they are prepared for the challenges of tomorrow. This will mean that they will gather experiences on their journey through Red Hall Primary that will develop knowledge in Digital Literacy (DL), Information Communication Technology (ICT) and Computer Science (CS). As part of the development of children in to becoming good *Digital Citizens*, they will learn about E-Safety and how to stay safe online. This will be at the heart of our Computing curriculum.

Computational thinking is made up of six concepts – Logic, Algorithms, Decomposition, Pattern Recognition, Abstraction and Evaluation. The six concepts are taught through 5 approaches- Tinkering, Creating, Debugging, Persevering and Collaborating. This will form the basis of our approach to teaching computing and ensure that children get a broad and balanced experience in Computing lessons.



## Red Hall Computing Overview

Year 1						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	Computer Systems and Networks – Technology around us.	Digital Painting	Moving a robot	Grouping data	Internet Safety	Programming animations
<b>Planning</b>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>
<b>Key Resources (Other than those included in packs)</b>	Paintz.app or purple mash paint tool.	Paintz.app or purple mash paint tool.	Bee bots <a href="#">Bee bot emulator (good for demonstration on the board.)</a>			Scratch Jnr on the iPads
Year 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	Computing Systems and Networks	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes

<b>Planning</b>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click Here</a>	<a href="#">Click here</a>
<b>Key Resources</b>  <b>(Other than those included in packs)</b>		Pixlr	Beebots			Scratch Jnr on the iPads
<b>Year 3</b>						
	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Topic</b>	Connecting computers (Unplugged)	Create an animation	Sequencing Sounds	Branching Databases	Micro:bit – Digital flashcard	Events and Actions in programs
<b>Planning</b>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>
<b>Key Resources</b>  <b>(Other than those included in packs)</b>		iPads		J2E	Microbit  Please ensure you understand how to transfer files to the microbit prior to this unit.	iPads
<b>Year 4</b>						



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	The Internet	Audio Editing	Micro:bit Volcano Animations	Boat Game	Repetition in shapes	Repetition in Games
<b>Planning</b>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>
<b>Key Resources (Other than those included in packs)</b>		iPad app – Voice memo	Microbit Please ensure you understand how to transfer files to the microbit prior to this unit.	iPad	iPads	IPad.

### Year 5

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	Computer System and networks	Video Production	Nature Art – Microbit (Not Teach Computing)	Data Handling Microbit (Not Teach Computing)	Space Junk Game (SCRATCH)	Quizzes



<b>Planning</b>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>
<b>Key Resources (Other than those included in packs)</b>	It points towards G-Suite (google) accounts. We would be using Microsoft equivalents.	iPads	iPads	Micro:bits and iPad or laptops Please ensure you understand how to transfer files to the micro:bit prior to this unit.	See the link above and share with the children. Children to work their way through this to make the game. Once complete they can tinker with their programs for a couple of weeks to customise them.	IPad or Laptop
<b>Year 6</b>						
	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Topic</b>	Internet Communication	Website Creation	Programming A – Variables in games	Spreadsheets	3D Modelling	Sensing



Planning	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click Here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>	<a href="#">Click here</a>
<b>Key Resources</b> <b>(Other than those included in packs)</b>		Using Sway instead – to access click outlook, then the 9 dots in the top left and it should be there. This applies to students also.		Computers/ laptops	<b>NOTE: You must create an account and student accounts prior to this unit.</b> IPad or Laptop	Micro:bits and IPad or laptops Please ensure you understand how to transfer files to the micro:bit prior to this unit.