St. Edward's Catholic Primary School

The purpose of our curriculum

Curriculum Intent

Computing

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems.

Celebrating Our Diversity

Anyone can be great at Computer Science whatever their gender, upbringing, ethnicity, sexuality, age. What might have been a male dominated field in the past is now rapidly opening up to people from all ages. This will be encouraged through our lessons and we shall also look at prolific people from the world of technology who come from diverse backgrounds.

Creating Independent Thinkers

One of the main skills for a successful learning in Computing is computational thinking (thinking logically and step by step like a computer.) One example is if a programme or code isn't working the way it should, children are encouraged to debug and solve their own problems.

Producing Global Citizens in a Caring Community

Computing is more than just a school subject, it is the way young people today access the world! We know our pupils will spend a good proportion of their lives online whether that be for work or pleasure. Technology brings the world together and can be used to enhance our lives.

Developing Opportunities Through Our Curriculum

Our computing curriculum emphasis the variety of uses of modern technology. From office suites to digital music creation, coding games to graphic design- we are readying our children to use a variety of skills that might turn into a hobby or a career one day.

Aspiring To Be Technological Innovators

This almost speaks for itself when it comes to computing. We know our children are going to need to be able to gel with technology. So whether it be in our computing suite, on a Chromebook, using our interactive panels or other devices we are naturally preparing our children to see technology as an exciting opportunity to be innovative.

'Following Christ we reach our goals'

St. Edward's Catholic Primary School

"Computing is not about computers anymore… it is about living."

Nicholas Negroponte

The Computing curriculum is arranged into three inter-related strands

Computer Science	Information Technology
Digital Literacy	

Overarching Topics

Coding and Computational Thinking	Spreadsheets
Internet and Email	Art and Design
Music	Databases and Graphing
Writing and Presenting	Communication and Networks

EYFS

The government does not expect children to be studying computing as a discrete subject in the early years setting. Due to this our computing scheme of work has activities to fit the seven strands of learning for Early Years. This means children are able to use devices to aid them with their early learning goals.

There are four tasks for each of – Literacy, Mathematics, Physical Development, Expressive Arts, Communication & Language, PSED and Understanding the World.

KS1

Year 1			
Online Safety	Pictograms	Maze Explorers	Coding
Grouping & Sorting	Lego Builders	Animated Stories	Spreadsheets

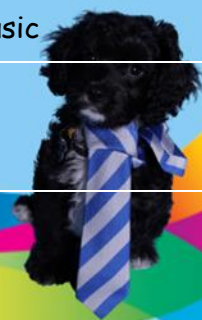| Year 2			
Coding	Spreadsheets	Effective Searching	Making Music
Online Safety	Questioning	Creating Pictures	Presenting Ideas

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LKS2

Year 3			
Coding Online Safety	PowerPoint Typing	Email Branching Databases	Simulations Graphing

Year 4			
Coding Online Safety	Writing for different audiences Logo	Animation Effecting Searching	Hardware Investigators Making Music

UKS2

Year 5			
Coding Online Safety	Word Processing Databases	Game Creator 3D Modelling	Concept Maps Spreadsheets

Year 6			
Coding Online Safety	Spreadsheets Blogging	Text Adventures Networks	Quizzing Binary

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