



Computing Curriculum Statement

The Computing curriculum at Leigh Church of England Academy, will ensure that all children leave our school with a love, understanding and a deep body of knowledge for Computing and technology, and how this impacts on the world in which we live. We believe Computing is essential to ensure we develop future generations who can contribute fully to society and the workplace.

Our curriculum is sequenced coherently using the Teach Computing Curriculum Scheme of work created by The National Centre for Computing Education, so that our pupils will have the confidence and motivation to continue to further develop their skills into the next stage of their education and life experiences. Progressive keyboard and computing skills are interweaved throughout the scheme and are then used to support learning in a cross curricular capacity. This is facilitated by providing quality digital equipment, age-appropriate Apps and software, laptops and iPads. Each unit also ensures that the pupils are taught about being safe when using Computing so that they can become responsible digital citizens. Children have one-hour weekly lessons in Computing throughout Key Stage 1 and 2, as well as cross-curricular opportunities to practice and apply their learned skills and where appropriate, computing lessons are linked with that year groups theme.

The Teach Computing scheme of work model allows children to build upon their prior knowledge and increases their enthusiasm for the topics whilst embedding this procedural knowledge into the long-term memory, so that children know more and remember more.

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Area of Computing: Information Technology (Networks) Strands: <i>Technology Around Us</i> Software: untitled.png - PaintZ	Area of Computing: Information Technology (Media) Strands: <i>Digital painting</i> Software: untitled.png - PaintZ	Area of Computing: Computer Science (Programming) Strands: <i>Moving a robot</i> Software: Floor robots	Area of Computing: Digital Literacy (E-Safety) Strands: <i>Data and Information</i> Software:	Area of Computing: Information Technology (Media) Strands: <i>Digital writing</i> Software: Microsoft word	Area of Computing: Computer Science (Programming) Strands: <i>Intro to animation</i> Software: https://js8000.github.io/ScratchJs-Desktop/
Year 2	Area of Computing: Information Technology (Networks) Strands: <i>IT Around Us</i> Software:	Area of Computing: Information Technology (Media) Strands: <i>Digital photography</i> Software: https://pixlr.com/sx/ digital cameras	Area of Computing: Computer Science (Programming) Strands: <i>Robot Algorithms</i> Software: Floor robot	Area of Computing: Digital Literacy (E-Safety) Strands: <i>Pictograms</i> Software: js pictogram	Area of Computing: Information Technology (Media) Strands: <i>Making music</i> Software: musiclab.chromeexperiments.com/About/ musiclab.chromeexperiments.com/Song-Maker/	Area of Computing: Computer Science (Programming) Strands: <i>Programming Quizzes</i> Software: https://js8000.github.io/ScratchJs-Desktop/
Year 3	Area of Computing: Information Technology (Networks) Strands: <i>Connecting Computers</i> Software: Digital devices, Digital paint programme	Area of Computing: Information Technology (Media) Strands: <i>Stop Frame Animation</i> Software: tablets, imotion or Stop Motion Studio app	Area of Computing: Computer Science (Programming) Strands: <i>Sequence in music</i> Software: Scratch	Area of Computing: Digital Literacy (E-Safety) Strands: <i>Branching databases</i> Software: https://www.js2.com/	Area of Computing: Information Technology (Media) Strands: <i>Desktop Publishing</i> Software: Desktop publisher	Area of Computing: Computer Science (Programming) Strands: <i>Events and Actions</i> Software: Scratch
Year 4	Area of Computing: Information Technology (Networks) Strands: <i>The internet</i> Software: Internet access	Area of Computing: Information Technology (Media) Strands: <i>Audio Editing</i> Software: microphones, headsets, Audacity app	Area of Computing: Computer Science (Programming) Strands: <i>Repetition in shapes</i> Software: turtleacademy.com/playground/ mlogos.sourceforge.net/	Area of Computing: Digital Literacy (E-Safety) Strands: <i>Data Logging</i> Software: Data loggers	Area of Computing: Information Technology (Media) Strands: <i>Photo Editing</i> Software: paintnet	Area of Computing: Computer Science (Programming) Strands: <i>Repetition in games</i> Software: Scratch
Year 5	Area of Computing: Information Technology (Networks) Strands: <i>Sharing information</i> Software:	Area of Computing: Information Technology (Media) Strands: <i>Video Editing</i> Software: dictation machines, AV devices	Area of Computing: Computer Science (Programming) Strands: <i>Selection in physical computing</i> Software: Crumble kits	Area of Computing: Digital Literacy (E-Safety) Strands: <i>Flat-file databases</i> Software: https://www.js2.com/	Area of Computing: Information Technology (Media) Strands: <i>Vector Drawing</i> Software: Google Drawings	Area of Computing: Computer Science (Programming) Strands: <i>Selection in quizzes</i> Software: Scratch

Leigh C of E Academy

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In Early years, Computing is taught through the children learning about the world around them in their learning through play and is covered under the 'Understanding the World' area of the EYFS curriculum. Computing is introduced through activities that encourage children to be creative and explore digital equipment and software, as well as to use technological toys with pulleys, knobs, lifting parts or pressing parts to achieve effects. They will also take part in opportunities to learn about staying safe whilst using the internet and other digital resources in order to become responsible digital citizens. These activities are planned around the children's interests.

At Leigh Church of England Academy, in conjunction with the aims of the National Curriculum, our Computing teaching offers opportunities for children to:

- Experience high quality learning experiences through a broad and balanced Computing and Safer Internet curriculum.
- Develop an understanding of key computing skills and knowledge and how this can be applied to everyday life experiences.
- Inspire a love of computing and technology.
- Understand how computing and technology can help make sense of the world around us and solve everyday problems and questions.
- Experience real life examples to embed skills, knowledge and understanding of technological concepts.

We are an inclusive school which ensures children, and staff, never stop learning; we set high expectations and aim to support individuals during every step of their journey to become technological thinkers.

