




	EYFS	Year 1 and 2	Year 3 and 4	Year 5 and 6
Computer Science 	beebots	Programming with scratch Jr – program movements and correct errors	Programming with scratch – debug programmes and program a robot	Physical devices – Program physical inputs and outputs with random variables Programming – Working with multiple sprites and variables
Information Technology 	Ipads – photos and videos	Typing skills Digital art – use line and fill tools. Introduced to pixels E-book creation – create text and add images Animation – clone, flip and animate objects	Digital art - Use stamps, copy/paste, layers and multiple frames to create animated GIF computer game graphics. Branching databases – Ask questions and add text 3D design – understand perspective. Clone, rotate, add and move 3D objects E-book creation – search for and add images. Change font size. Use hyperlinks to navigate	App design – add text and images to help navigate, use transparent text Data Handling – use formulae to find averages, totals and maximum/minimum numbers Web design - Add multiple pages and edit the navigation, including sub-menus.

 <p>Digital Literacy</p>	<p>QR codes scanning</p>	<p>e-safety – identify when and where to go for help if concerned whilst using technology</p>	<p>e-safety</p> <p>Using the internet for research – understand features of internet browser and be aware of information presented</p>	<p>e-safety</p> <p>Computer networks – to understand computer networks, internet and cloud computing</p> <p>Using the internet for research</p>
---	--------------------------	--	--	--

- Computer Science - this covers programming (both block-based and text-based), including computational thinking using web-based software such as Scratch. Pupils across Key Stage 1 and 2 will write code to program physical and on-screen objects, interactive games and use text-based language by the end of Key Stage 2.
- Information Technology – this covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.
- Digital Literacy – covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes important e-safety and internet research skills, as well as an understanding of computer networks in Key Stage 2.

Computing – long term plan

Cycle A	Autumn	Spring – safer internet day	Summer
Lander	To use technology where purposeful – <i>taking photos, recording videos, scanning QR codes, finding information, maths and phonics games</i>		
Grylls	Typing skills and e-safety	Digital Art	e-book
Trenrouse	Comic creation and e-safety	Digital art	Branching databases
Trevithick	Programming with scratch	Physical devices	App design

Cycle B	Autumn	Spring – safer internet day	Summer
Lander	To use technology where purposeful – <i>taking photos, recording videos, scanning QR codes, finding information, maths and phonics games</i>		
Grylls	Typing skills and e-safety	Programming with scratch	Animation
Trengrouse	Programming with scratch and e-safety	3D design	E book creation
Trevithick	Computer networks and the internet/ e-safety	Data handling	Web design

- Each year will have a re-cap of safety and also through safer internet day in the Spring.
- Typing skills to be continued to be developed when units are shorter
- Use technology purposeful in other areas of the curriculum – making a report in science, recording data, taking photos in art, internet for research

Technology has become a part of everyday life for the children, families, and staff at Wendron. Our intent, as a school community, is to equip our children with the knowledge, skills and understanding of computing that is necessary for them to successfully navigate through an ever-changing digital world. Our Wendron Computing curriculum is designed to allow children to learn about technology and its uses, develop computing skills, and apply what they have learnt in all areas of the curriculum and daily life.

The Computing curriculum is comprised of three strands: Computer Science, Information Technology, and Digital Literacy. Together these strands come together to teach children how computers and computer systems work, how to design, build and analyse programs, and how to find and manage digital information securely.

This includes lessons in coding and debugging computer programs in order to understand how computers and their systems work; online research, including evaluating sources for credibility; word and data processing; opportunities for creative expression through the creation of videos, websites, and animations; and lessons in online safety and data protection.

In order to meet our computing objectives and include ambitious and engaging cross-curricular learning experiences, we are well resourced with many digital resources such as BeeBots, computers, tablets, digital cameras, microscopes and handheld devices.