THH links to the Curriculum

OUR mission is to harness the sorcery of TECHNOLOGY, wielded through the power of Chromebooks, in all facets of learning. Our goal is to illuminate the path for SEND access and to awaken the minds of all pupils, instilling within them a passion for critical thinking, and a deep-seated understanding of subject-specific knowledge.

Through this journey, we shall forge a bond between knowledge, skills, attitudes, and values, bringing forth a bespoke method of teaching our curriculum that is both fluent and flexible, weaving a tapestry of wonder and possibility.

The computing curriculum is made up of the following 3 strands:

Computer science and computational thinking: including abstraction, logic, algorithms and data representation including writing computer programs in order to solve problems. **(CS)**

Information technology: evaluate and apply information technology, including new or unfamiliar technologies, and analytically solve problems. **(IT)**

Digital literacy: responsible, competent, confident and creative users of information and communication technology. **Online Safety** comes under Digital Literacy and it needs to be reinforced in every lesson, but specific lessons, as per curriculum overview need to be covered and revised over the year. **(DL)**

EYFS	Computing strand	Autumn	Spring	Summer
Awareness of different technologies in and out of school Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively	CS/IT/DL	• E-safety on going • Mouse skills • Busy things • IPad – To take photos and videos • Programming : give/follow instructions	• E-safety on going • IPADs- editing photos • Microsoft word – keyboard skills • Programming: Bee bots	• E-safety on going • IPad- searching the web • Busy things : cross curricular • Programming: create simple algorithms on Busy things

Key Stage 1 National Curriculum							
Year 1	**Computing Strand**	**Bee-Bots**	**J2e data**	**Google Classroom Class Dojo**	**Busy Things PAINTZ J2e**	**Google docs**	**Online Safety**
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	CS	✅					
Create and debug simple programs	CS	✅					
Use logical reasoning to predict the behaviour of simple programs	CS	✅					
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	DL		✅	✅	✅	✅	✅
Recognise common uses of information technology beyond school	IT		✅	✅	✅	✅	
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	DL		✅	✅	✅	✅	✅

Year 2	Computing Strand	Bee-Bots	J2e data	Google Classroom	Busy Things PAINTZ J2e	Camera and Google slides	Online Safety
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	CS	✅			✅		
Create and debug simple programs	CS	✅			✅		
Use logical reasoning to predict the behaviour of simple programs	CS	✅			✅		
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	DL		✅	✅	✅	✅	✅
Recognise common uses of information technology beyond school	IT		✅	✅	✅	✅	
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	DL			✅	✅		✅

Key Stage 2 National Curriculum							
Year 3	Computing Strand	Scratch	J2e data	Google Classroom	Cloudmotion.com Canva J2e	Minecraft	Online Safety
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS	✓			✓	✓	
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS	✓			✓	✓	
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS	✓			✓	✓	
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT			✓	✓	✓	✓
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT		✓				✓
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT		✓		✓	✓	
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL	✓	✓	✓	✓	✓	✓

Year 4	Computing Strand	Turtle Academy https://turtleacademy.com/ J2E Logo	Data Loggers	Google Classroom	Audacity Canva	Scratch Minecraft	Online Safety
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS	✅				✅	
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS	✅				✅	
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS	✅				✅	
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT		✅	✅	✅		✅
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT		✅	✅	✅		✅
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT	✅	✅	✅	✅	✅	
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL			✅	✅		✅

Year 5	Computing Strand	Microbits and J2e Code	J2e Data	Google Classroom	Canva Inkscape	Scratch Minecraft	Online Safety
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS	✅				✅	
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS	✅				✅	
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS	✅				✅	
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT		✅	✅	✅		✅
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT		✅	✅	✅		✅
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT	✅		✅	✅	✅	
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL			✅	✅		✅

Year 6	Computing Strand	Microbits and J2e Code	Tinkercad https://www.tinkercad.com/things/72bL1pqcAxT-poppy	Google Classroom	Google Slides/Sites/Sheets	Scratch Minecraft	Online Safety
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS	✅				✅	
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS	✅				✅	
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS	✅				✅	
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT		✅	✅	✅		✅
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT		✅	✅	✅		✅
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT	✅		✅	✅	✅	
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL		✅	✅	✅		✅