

COMPUTING



Curriculum

At Healdswood Infant and Nursery School, we aim to ensure that all our pupils are digitally literate.

INTENT

Our ambition for our computing curriculum at Healdswood Infant and Nursery School is for our pupils to use, understand and express themselves through technology safely and responsibly. Our Intent for our computing curriculum is to prepare our pupils for an increasingly digital and inter-disciplinary world. We strive for every child to achieve their potential in computing, be ready for their next stage in learning and inspire aspirations for our pupils' futures.

IMPLEMENTATION

Our Computing curriculum has been developed to ensure coverage and progression based on the content in the National Curriculum.

In Key Stage one our pupils receive explicit computing lessons taught once a week. Our computing curriculum are based on three strands: Digital literacy and online safety: communication and Coding. The children will have experiences of all three strands in each year group progressively building on knowledge through our online platform Purple Mash.

In the Foundation Stage, our young digital citizens develop a greater Understanding of the World by recognising a range of technology that is used in their homes and school. Internet safety is taught regularly at Healdswood Infant and Nursery School and forms the basis of all Computing learning.

Our pupils have the opportunity to use a range of devices and programs for many purposes across the wider curriculum, as well as in discrete computing lessons.

Subject Leader: Miss L. Fritchley

Coding	Communication, Technology & E-safety	Internet	Making Music	Computation Thinking	Art & Design	Presenting
--------	--------------------------------------	----------	--------------	----------------------	--------------	------------

YEAR 1					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Online Safety Operation	Grouping and Sorting	Lego Builders	Maze Explores	Animated stories For an audience	Coding
Communication and E-safety					

YEAR 2					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Online Safety	Coding	Creating Pictures	Making Music	Effective Searching	Presenting
					Technology and Network
Communication and E-safety					

NC PROGRAMME OF STUDY

Year 1	Strand	Units
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	Computer Sciences	1.4
		1.5
		1.7
Create and debug simple programs.	Computer Science	1.5 1.7
Use logical reasoning to predict the behaviour of simple programs.	Computer Science	1.5 1.7
Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Digital Literacy	1.2
		1.3
		1.6
		1.7 1.8
Recognises uses of technology beyond the school.	Information Technology	1.9
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.	Digital Literacy	1.1

NC PROGRAMME OF STUDY

Year 2	Strand	Units
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	Computer Sciences	2.1
Create and debug simple programs.	Computer Science	2.1
Use logical reasoning to predict the behaviour of simple programs.	Computer Science	2.1
Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Digital Literacy	2.3
		2.4
		2.5
		2.6
		2.7 2.8
Recognises uses of technology beyond the school.		2.5
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.	Digital Literacy	2.2

