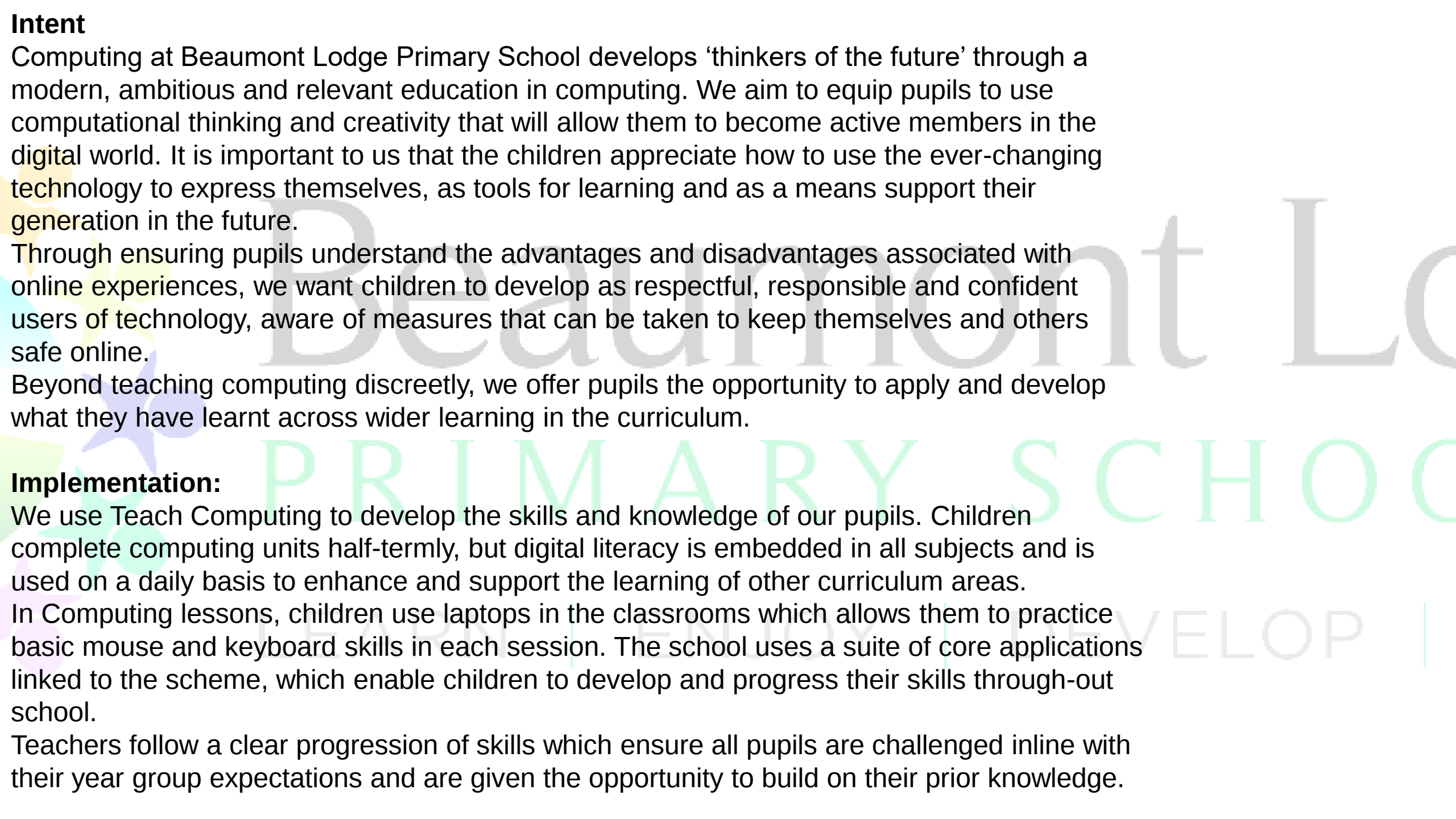




Intent

Computing at Beaumont Lodge Primary School develops 'thinkers of the future' through a modern, ambitious and relevant education in computing. We aim to equip pupils to use computational thinking and creativity that will allow them to become active members in the digital world. It is important to us that the children appreciate how to use the ever-changing technology to express themselves, as tools for learning and as a means support their generation in the future.

Through ensuring pupils understand the advantages and disadvantages associated with online experiences, we want children to develop as respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online.

Beyond teaching computing discreetly, we offer pupils the opportunity to apply and develop what they have learnt across wider learning in the curriculum.

Implementation:

We use Teach Computing to develop the skills and knowledge of our pupils. Children complete computing units half-termly, but digital literacy is embedded in all subjects and is used on a daily basis to enhance and support the learning of other curriculum areas.

In Computing lessons, children use laptops in the classrooms which allows them to practice basic mouse and keyboard skills in each session. The school uses a suite of core applications linked to the scheme, which enable children to develop and progress their skills through-out school.

Teachers follow a clear progression of skills which ensure all pupils are challenged inline with their year group expectations and are given the opportunity to build on their prior knowledge.

EYFS



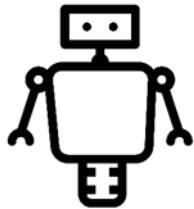
Types of Technology
around us



Creating media – Digital
painting



Data and information –
Grouping data



Programming A – Moving a
robot

Yr1



Computing systems and
networks – Technology
around us



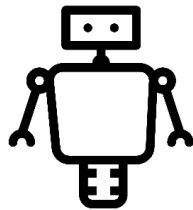
Creating media – Digital
painting



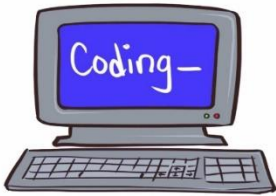
Creating media – Digital
writing



Data and information –
Grouping data



Programming A – Moving a
robot



Programming B – Introduction to
animation

Yr2



Computing systems and
networks – IT around us



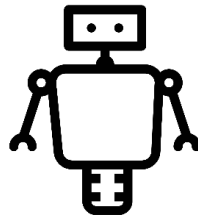
Creating media –
Digital photography



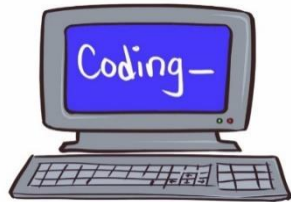
Creating media – Making music



Data and information –
Pictograms



Programming A – Robot
algorithms



Programming B – An introduction
to quizzes

Yr3



Computing systems and networks – Connecting computers



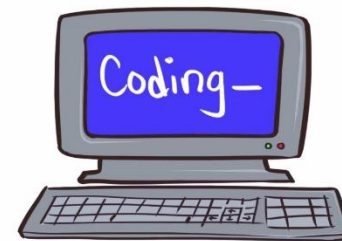
Creating media – Animation



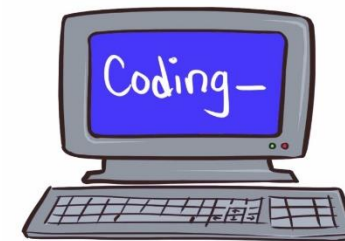
Creating media – Desktop publishing



Data and information – Branching databases



Programming A – Sequence in music



Programming B – Events and actions

Yr4



Computing systems and networks – The Internet



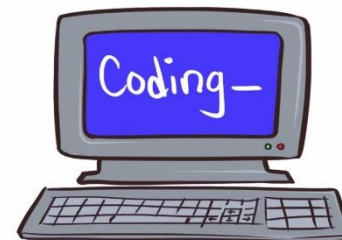
Creating media – Audio editing



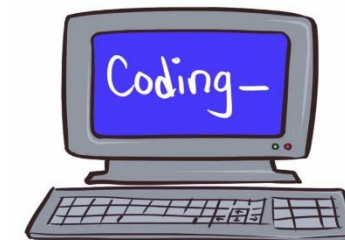
Creating media – Photo editing



Data and information – Data logging



Programming A – Repetition in shapes



Programming B – Repetition in games

Yr5



Computing systems and networks – Sharing information



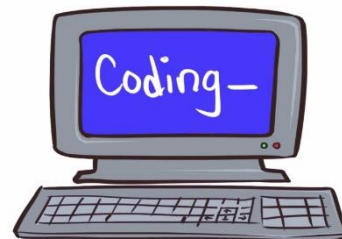
Creating media – Vector drawing



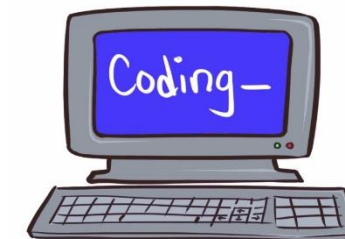
Creating media – Video editing



Data and information – Flat-file databases



Programming A – Selection in physical computing



Programming B – Selection in quizzes

Yr6



Computing systems and networks – Communication



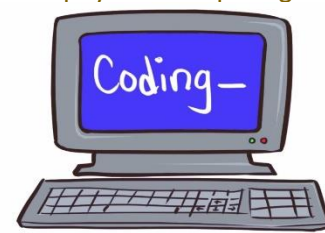
Creating media – 3D Modelling



Creating media – Web page creation



Data and information – Spreadsheets



Programming A – Variables in games