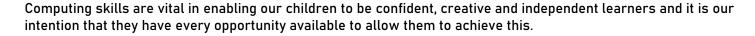
Computing

At Westlea Primary School, we believe that, as technology plays such a significant role in society today, 'Computational thinking' is a skill children must be taught if they are to be able to participate effectively and safely in this digital world. We intend to support the children by allowing them to develop their skills to use a range of software and hardware to find, explore, analyse, exchange and present information in a safe, responsible and respectful manner. We will endeavour to prepare the children to discriminate between useful and effective technology, as well as looking at the content they are using. Our curriculum will equip the children with the knowledge and understanding of the principles of Computer Science, teaching them to develop algorithms and write and debug programs encouraging the children to apply problem solving and reasoning abilities.





Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing					
1		Continuous Online E-Safety				
_	Computer Skills	Mouse skills - Painting	Algorithms – Programming Toys (Beebots)	Algorithms – Programming with Scratch Jr	Keyboard SKills	Using & Applying – uses of information technology beyond school
2	Computer art (spacecraft)	Presentation skills	Using the internet	Program Scratch	Using and applying skills	
3	Using search engines to find information/navigate websites.	Word Processing Combine text and graphics	Drawing Program	Presentation Skills using PowerPoint	On-line Safety Using and Applying skills	Programming with Scratch Junior
4	Word Processing	Online Safety	Scratch: Questions and quizzes	Network and Systems	Programming Turtle Logo	Using and Applying skills
5	Online Safety	Using and Applying Skills	Vector Drawing	Webpage Design and Internet Research	Scratch - programming	
6	Programming – Microbit	On-line Safety Using and Applying skills	Spreadsheets	Revision programs	Digital Imagery – Film making	Photo editing