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| **Computing**  Throughout the year the children will cover a variety of aspects of the computing curriculum to ensure all children:   * can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation * can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems * can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems * are responsible, competent, confident and creative users of information and communication technology. | | | |
| **SMSC** | | | |
| **We promote spiritual development:**  By wondering at the power of the digital age e.g. use of the internet  By understanding the advantages and limitations of ICT.  By using the internet as a gateway to ‘big life’ issues.  By generating a sense of achievement (self-worth) through success at tasks (eg use of electronic writing)  By developing a sense of resilience through: test, try, fail, refine, succeed – including through Coding | **We promote moral development:**  By exploring the moral issues surrounding the use of data.  By considering the benefits and potential dangers of the internet – e.g. campaigns for charities and injustice as a force for good. Cyber bullying as a danger.  By considering the vision of those involved in developing the web.  By fostering an awareness of issues relating to e-safety and gaming such as age-related content, amount of screen time and an awareness of who you are communicating with whilst online. | **We promote social development:**  By links through digital media services with other schools and communities.  By highlighting ways to stay safe when using on line services and social media  By being prepared to work with technology to forge new relationships.  By discussing the impact of ICT on the ways people communicate e.g. Skype.  By working collaboratively as team to use equipment and resources responsibly and effectively. | **We promote cultural development:**  By exploring human achievements and creativity in relation to worldwide communications.  By offering Amazing Animators as a University seminar to ensure an understanding of the changes in the use of technology over time.  By developing a sense of awe and wonder at human ingenuity.  By generating an awareness and understanding of the diversity of presentation and sharing of information globally |

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| **Autumn 1** | **Skills – Publisher text, font size – purpose**  select, use and combine a variety of software (including internet services) evaluating and presenting data and information |
| **Autumn 2** | **E Safety**  use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. |
| **Spring 1** | **Programming – Software Scratch**  use sequence, selection, and repetition in programs; work with variables and various forms of input and output |
| **Spring 2** | P**rogramming Software Scratch**  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs |
| **Summer 1** | **Data collection -Opinion Polsters**  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  - |
| **Summer 2** | **Presentation – Use of Powerpoint**  select, use and combine a variety of software (including internet services) evaluating and presenting data and information |