

Stukeley Federation Computing LKS2

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.

Autumn 1	E-Safety. Pupils to understand e-safety and responsible online behaviour.
Autumn 2	We are artists. The pupils use vector and turtle graphics to explore geometric art.
Spring 1	We are cryptographers. Pupils learn more about communicating information securely through an introduction to cryptography (the science of keeping communication and information secret).
Spring 2	We are game developers 1. Design, write and debug programs that accomplish specific goals, including control; solve problems by decomposing them into smaller parts.
Summer 1	We are web developers. Pupils work together to design a webpage to explain e-safety and responsible online behaviour
Summer 2	We are architects. Pupils use SketchUp to create a virtual art gallery