



Computing



CONTENT & SEQUENCING

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
1	Online Safety Cubetto	Handling Data: Grouping & Sorting Pictograms	Lego Builders Maze explorers	Animated Story Books Cubetto	Coding	Spreadsheets Technology outside of schools
2	Coding Online Safety	Online Safety Spreadsheets	Questioning Effective Searching	Creating pictures	Making music Cubetto	Presenting ideas Green-screen
3	Coding	Online Safety Spreadsheets	Touch Typing Green-screen	Email	Branching Database Greenscreen	Simulations Graphing
4	Coding	Online Safety	Spreadsheets	Logo	Animation	Effective Searching Hardware Investigators
5	Coding	Online Safety	Spreadsheets	Databases	Game Creator	Word Processing
6	Coding	Online Safety Blogging	Spreadsheets (excel/google sheets)		Quizzing	Networks Understanding Binary



BIG IDEAS

At Ryefield, we follow Purple Mash to support the delivery of Computing, The big ideas are

- understand how and when to use algorithms
- create and debug simple programs
- create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- understand computer networks
- select, use and combine a variety of software
- use technology safely, respectfully and responsibly

The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming.

Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content.

Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.



RETRIEVAL PRACTICE

Retrieval Practice allows knowledge to be built upon from previous lessons. The units are built upon gradually to produce an end product allowing children to apply new and previous learning.

This is achieved by each lesson starting with a recap of the previous learning.



INTERNET SAFETY

Internet Safety is an integral part of the Curriculum and is covered each year through lessons, workshops and Safer Internet Day. The online safety units within the Computing Scheme of Work provide in-depth coverage of computing related online safety aspects.

Online safety covers a variety of different aspects including; Self-image and identity, online relationships, online reputation, online bullying, managing online information, health, wellbeing and lifestyle, privacy and security, copyright and ownership.



PROGRESS

Formative assessment takes place during the lesson and feedback and next steps are provided.

Work can be accessed at any time by teachers to assess learning. Gaps in learning, which may be potential barriers to progress, are identified at both a pupil and class level. A crash course or more explanation of the work may be provided.



SUPPORT

Quality first teaching allows all students to receive support and make progress within the lessons.

There is access to learning at home, where needed or if a child would like to practice any skills.

A crash course is available for children who haven't previously had the learning or may need more support.