Computing Curriculum Pathway
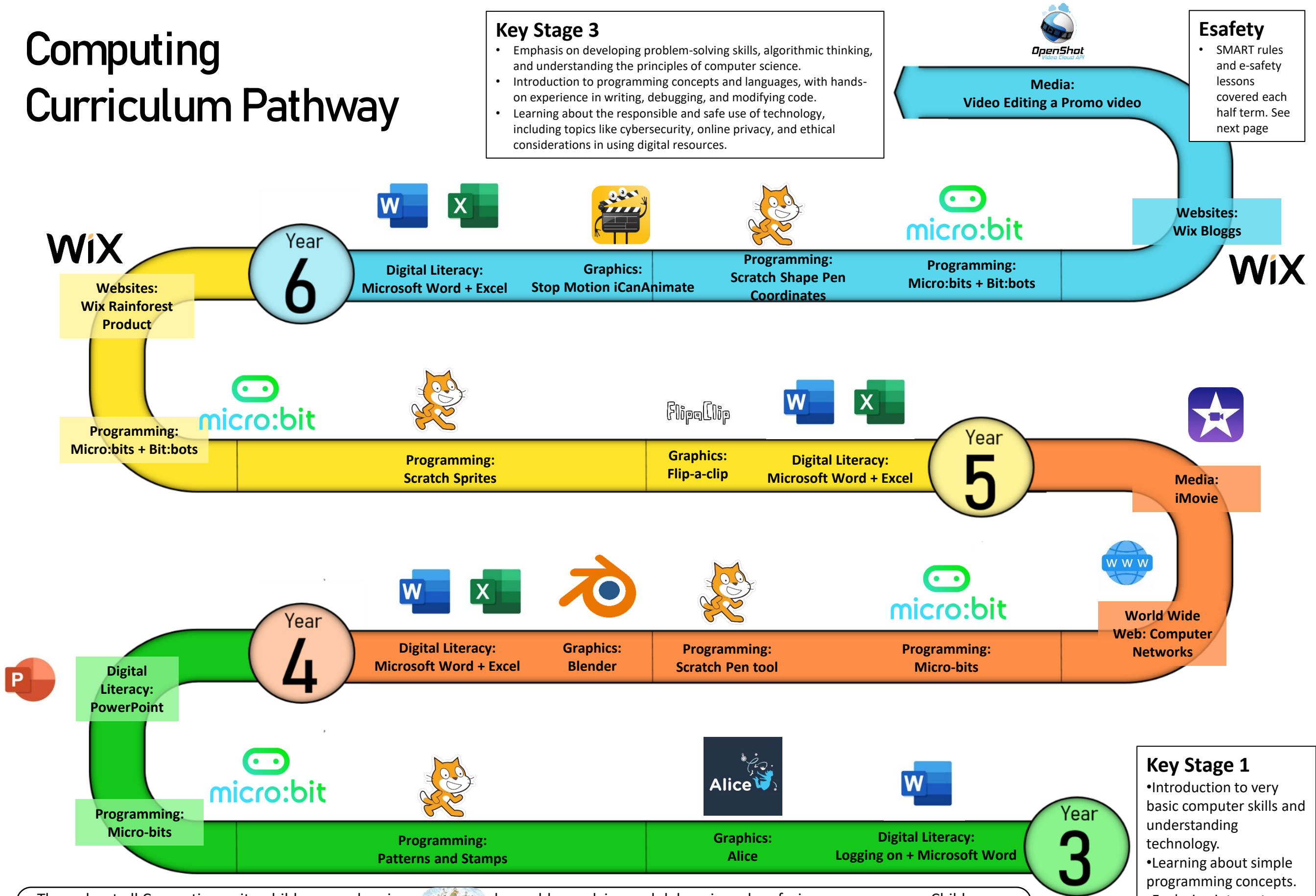
Key Stage 3
- Emphasis on developing problem-solving skills, algorithmic thinking, and understanding the principles of computer science.
- Introduction to programming concepts and languages, with hands-on experience in writing, debugging, and modifying code.
- Learning about the responsible and safe use of technology, including topics like cybersecurity, online privacy, and ethical considerations in using digital resources.

Esafety
- SMART rules and e-safety lessons covered each half term. See next page

Media:
Video Editing a Promo video

Websites:
Wix Bloggs

Year 6

Digital Literacy:
Microsoft Word + Excel

Graphics:
Stop Motion iCanAnimate

Programming:
Scratch Shape Pen Coordinates

Programming:
Micro:bits + Bit:bots

Websites:
Wix Rainforest Product

Programming:
Micro:bits + Bit:bots

Programming:
Scratch Sprites

Graphics:
Flip-a-clip

Digital Literacy:
Microsoft Word + Excel

Year 5

Media:
iMovie

Digital Literacy:
Microsoft Word + Excel

Graphics:
Blender

Programming:
Scratch Pen tool

Programming:
Micro-bits

World Wide Web: Computer Networks

Digital Literacy:
PowerPoint

Year 4

Programming:
Micro-bits

Programming:
Patterns and Stamps

Graphics:
Alice

Digital Literacy:
Logging on + Microsoft Word

Year 3

Key Stage 1
- Introduction to very basic computer skills and understanding technology.
- Learning about simple programming concepts.
- Exploring internet safety and responsible computer use.

Throughout all Computing units, children are showing **COURAGE** by problem solving and debugging when facing new programs. Children are constantly showing **Respect** towards the technology they are fortunate to be using. **Grace** is shown when children support each other to achieve a specific goal or outcome.

Computing (e-safety) Curriculum Pathway

Year **6**

Year **5**

Year **4**

Key Stage 1
- Introduction to

Year **3**

Throughout all E-safety units, children are showing COURAGE by problem solving and debugging when facing new programs. Children are constantly showing Respect towards the technology they are fortunate to be using. Grace is shown when children support each other to achieve a specific goal or outcome.