




St. Werburgh's Church of England
(Voluntary Aided) Primary School

Statement of Intent for Computing

Our School Vision:

	<p>Achieve • Believe • Together</p> <p>Achieve 'With God all things are possible' <i>Matthew 19:26</i> Believe 'Whatever you ask for in prayer is possible' <i>Matthew 21:22</i> Together 'I am the vine and you are the branches' <i>John 15:5</i></p> <p><i>Because we want our pupils to be "The best that we can possibly be and know that they have a valuable place in God's world".</i></p>
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Intent

At St Werburgh's, we aim to create:

- autonomous, independent users of computing technologies, gaining confidence and enjoyment from their activities.
- enable pupils to explore and develop skills that will equip them for a fast-paced digital world.
- develop creativity, resilience, problem-solving and critical thinking skills.
- become responsible digital citizens by developing their understanding of themselves, within their community but also as members of a wider global community.

Implementation

To maintain a broad range of skills and understanding:

- Computing is taught across the three main strands of digital literacy, computer science and information technology.
- As part of information technology, pupils learn to use and express themselves, developing their ideas through ICT for example; writing and presenting, as well as through art and design using multimedia.
- Within digital literacy, pupils are taught to develop the practical skills of using technology safely, fostering an understanding of the safe use of the internet, email and networks.
- In computer science, pupils are taught to understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- Also, to analyse problems to computational terms, and have repeated practical experience of writing computer programs in order to solve problems.
- We also teach the progression of Computing vocabulary to support pupils' knowledge and understanding as they advance through the school.

At St Werburgh's, we give pupils access to a wide range of good quality resources and provide cross-curricular and real-life opportunities for pupils to apply their Computing knowledge and skills. Online safety is taught within each teaching episode, as an annual unit of work and in conjunction with PSHE. Online safety is communicated out to both staff and parents.

Year A

Theme Key:																																	
Coding and Computational thinking			Spreadsheets			Internet and Email			Art and Design			Music			Databases and graphing			Writing and Presenting			Communication and networks												
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
YEAR 1 & 2 - CYCLE A	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 2.5 Effective Searching			Unit 1.4 Lego Builders			Unit 1.9 Technology outside school			Unit 1.2 Grouping & Sorting		Unit 2.6 Creating Pictures			Unit 1.8 Spreadsheets			Unit 1.7 Coding						Unit 2.1 Coding					
	Weeks – 4				Weeks – 3			Weeks – 3			Weeks – 2			Weeks – 2		Weeks – 5			Weeks – 3			Weeks – 6						Weeks – 5					
	Programs – Various				Programs – Browser			Programs – 2DIY			Programs – Various			Programs – 2DIY		Programs – 2PaintAPicture			Programs – 2Calculate			Programs – 2Code						Programs – 2Code					
YEAR 3 & 4 CYCLE A	Coding						Unit 3.2 Online safety			Unit 3.3 Spreadsheets			Unit 3.4 Touch Typing			Unit 3.5 Email (including email safety)			Unit 3.6 Branching Databases			Unit 3.7 Simulations			Unit 3.8 Graphing								
	Number of Weeks – 6						Weeks – 3			Weeks – 3			Weeks – 4			Weeks – 6			Weeks – 4			Weeks – 3			Weeks – 3								
	Main Programs – 2Code See table below for breakdown						Programs – Various			Programs – 2Calculate			Programs – 2Type			Programs – 2Email, 2Connect, 2DIY			Programs – 2Question			Programs – 2Simulate, 2Publish			Programs – 2Graph								
YEAR 5 & 6 CYCLE A*	Unit 5.1 Coding						Unit 5.2 Online safety			Unit 5.3 Spreadsheets			Unit 5.4 Databases			Unit 5.5 Game Creator			Unit 5.6 3D Modelling			Unit 5.7 Concept Maps											
	Number of Weeks – 6						Weeks – 3			Weeks – 5			Weeks – 4			Weeks – 5			Weeks – 4			Weeks – 4											
	Main Programs – 2Code						Programs - Various			Programs – 2Calculate			Programs – 2Question, 2Investigate			Programs – 2DIY 3D			Programs – 2Design and Make			Programs – 2Connect											

Year B

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
YEAR 1 & 2 - CYCLE B	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 1.5 Maze Explorers			Unit 2.4 Questioning			Unit 2.2 Online Safety			Unit 1.6 Animated Story Books			Unit 2.7 Making Music			Unit 2.3 Spreadsheets			Unit 1.3 Pictograms			Unit 2.8 Presenting Ideas								
	Weeks – 4				Weeks – 3			Weeks – 5			Weeks – 3			Weeks – 5			Weeks – 3			Weeks – 4			Weeks – 3			Weeks – 4								
	Programs – Various				Programs – 2Go			Programs – 2Question, 2Investigate			Programs – Various			Programs – 2Create A Story			Programs – 2Sequence			Programs – 2Calculate			Programs – 2Count			Programs – Various								
YEAR 3 & 4 CYCLE B	Coding						Unit 4.2 Online safety			Unit 4.3 Spreadsheets			Unit 4.4 Writing for different audiences			Unit 4.5 Logo			Unit 4.6 Animation			Unit 4.7 Effective Search			Unit 4.8 Hardware Investigators									
	Number of Weeks – 6						Weeks – 4			Weeks – 6			Weeks – 5			Weeks – 4			Weeks – 3			Weeks – 3			Weeks – 2									
	Main Programs – 2Code See table below for breakdown						Programs – Various			Programs – 2Calculate			Programs – 2Email, 2Connect, 2DIY			Programs – Logo			Programs – 2Animate			Programs – Browser												
YEAR 5 & 6 CYCLE B*	Unit 6.1 Coding						Unit 6.2 Online safety			Unit 6.3 Spreadsheets			Unit 6.4 Blogging			Unit 6.5 Text Adventures			Unit 6.6 Networks			Unit 6.7 Quizzing												
	Number of Weeks – 6						Weeks – 3			Weeks – 5			Weeks – 5			Weeks – 5			Weeks – 3			Weeks – 6												
	Main Programs – 2Code						Programs - Various			Programs – 2Calculate			Programs – 2Blog			Programs – 2Code, 2Connect						Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate												

Impact

Through fun, engaging and challenging Computing lessons, pupils will be proficient users of technology. The skills developed will enable them to express themselves creatively through digital media, allowing them to both conquer and flourish when faced with future challenges. The way pupils showcase, share and publish their work will best show the impact of our curriculum. Pupils will appreciate the impact Computing has on their learning, development and wellbeing and leave St Werburgh's prepared to build beyond their primary foundation our pupils will be:

- Confident and competent users of technology
- Critical thinkers that can solve problems
- Responsible, respectful and safe users of data, information and communication technology
- Creative and imaginative using technology to present, record and share their work to a wider audience
- Aware of technological uses and developments in the wider world.



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Statement of Intent for Computing

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<ul style="list-style-type: none">▪ offer exciting learning opportunities that will expand horizons, enthuse pupils and allow them to flourish.▪ enable pupils to explore their curiosities and develop their independence.▪ encourage high aspirations and personal resilience: embracing mistakes and challenges as part of the learning process.▪ enable pupils to make positive contributions to their community and beyond.	<ul style="list-style-type: none">▪ autonomous, independent users of computing technologies, gaining confidence and enjoyment from their activities.▪ enable pupils to explore and develop skills that will equip them for a fast-paced digital world.▪ develop creativity, resilience, problem-solving and critical thinking skills.▪ become responsible digital citizens by developing their understanding of themselves, within their community but also as members of a wider global community.