



## Statement of Intent for Computing

### Our School Vision

#### **Nurture, Grow, Flourish**

***“For I know the plans I have for you,” says the Lord... “plans to give you HOPE and a FUTURE.”***

***Jeremiah 29:11***

We are committed to creating a positive, safe and nurturing Christian environment, where all members of the school and wider community will be respected and valued.

Within God’s love, we will support and encourage one another to grow and flourish...  
to be the very best we can be.

### Intent

At Forest and Sandridge, we aim to prepare our learners for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever changing digital world. Knowledge and understanding of ICT is of increasing importance for children’s future both at home and for employment. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology. These strands are revisited repeatedly through a range of themes during children’s time in school to ensure the learning is embedded and skills are successfully developed. Our intention is that Computing also supports children’s creativity and cross curricular learning to engage children and enrich their experiences in school.

### Implementation

Our whole curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability, additional needs, to flourish to become the very best version of themselves they can possibly be. We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children.

To ensure a broad range of skills and understanding, Computing is taught across three main strands: digital literacy, computer science and information technology. As part of information technology, children learn to use and express themselves and develop their ideas through ICT for example writing and presenting as well as exploring art and design using multimedia. Within digital literacy, children develop practical skills in the safe use of ICT and the ability to apply these skills to solving relevant, worthwhile problems for example understanding safe use of internet, networks and email. In computer science we teach children 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 such problems. We also teach a progression of Computing vocabulary to support children in their understanding.

At Forest and Sandridge, we give children access to a wide range of good quality resources and provide cross curricular opportunities for children to apply their Computing knowledge and skills. Online safety is taught within each Computing lesson as a short starter activity as well as being taught as a unit each year. Online safety procedures are communicated with all staff and parents.

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		
YEAR 1	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 1.2 Grouping & Sorting		Unit 1.3 Pictograms		Unit 1.4 Lego Builders		Unit 1.5 Maze Explorers		Unit 1.6 Animated Story Books				Unit 1.7 Coding			Unit 1.8 Spreadsheets		Unit 1.9 Technology outside school											
	Weeks – 4				Weeks – 2		Weeks – 3		Weeks – 3		Weeks – 3		Weeks – 5				Weeks – 6			Weeks – 3		Weeks – 2											
	Programs – Various				Programs – 2DIY		Programs – 2Count		Programs – 2DIY		Programs – 2Go		Programs – 2Create A Story				Programs – 2Code			Programs – 2Calculate		Programs – Various											
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	
YEAR 2	Unit 2.1 Coding				Unit 2.2 Online Safety			Unit 2.3 Spreadsheets				Unit 2.4 Questioning			Unit 2.5 Effective Searching		Unit 2.6 Creating Pictures			Unit 2.7 Making Music		Unit 2.8 Presenting Ideas											
	Weeks – 5				Weeks – 3			Weeks – 4				Weeks – 5			Weeks – 3		Weeks – 5			Weeks – 3		Weeks – 4											
	Programs – 2Code				Programs – Various			Programs – 2Calculate				Programs – 2Question, 2Investigate			Programs – Browser		Programs – 2PaintAPicture			Programs – 2Sequence		Programs – Various											
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	
YEAR 3	Unit 3.1 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				Programs – Various			Programs – 2Calculate			Programs – 2Type		Programs – 2Email, 2Connect, 2DIY				Programs – 2Question		Programs – 2Simulate, 2Publish		Programs – 2Graph												
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 4	Unit 4.1 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				Programs – Various			Programs – 2Calculate				Programs – 2Email, 2Connect, 2DIY				Programs – Logo		Programs – 2Animate		Programs – Browser													
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	
YEAR 5	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 – 6				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															
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	
YEAR 6*	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 – 2			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

The implementation of this curriculum ensures that when children leave Forest and Sandridge school, they are competent and safe users of ICT with an understanding of how technology works. They will have developed skills to express themselves and be creative in using digital media and be equipped to apply their skills in Computing to different challenges going forward.