



CURRICULUM

Subject overview

Computing

We are Wise Owl, where Together Everyone Achieves More



Wise Owl Trust

Subject Overview

Intent

Computing at The Wise Owl Trust is designed to ensure the children develop and leave with the skills they need to become 21st Century learners. Our sequential curriculum is carefully planned and delivered with a clear progression of skills and current learning linked to previous learning. The curriculum is designed to ensure pupils are masters of technology who can use technology positively, responsibly and safely. As pupils progress through school, the Computing curriculum enables children to develop their learning across the wider curriculum and lays the foundations for success in future lines of study and employment. It enables the pupils to become 'thinkers of the future' through a modern, ambitious and relevant education in computing. We want to equip pupils to use computational thinking and creativity that will enable them to become active participants in the digital world.

Computing National Curriculum

The national curriculum for computing aims to ensure that all pupils:

- 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.





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Overview of Computing Content at Wise Owl Trust

	Autumn	Spring	Summer
Nursery	Digital Literacy Staying safe with technology and online	Information Technology Parts of a Computer	Computer Science Using Programmable Device
Reception	Digital Literacy I am a super surfer!	Information Technology Look At What I Can Do	Computer Science I am a Computer Scientist
Year 1	Information Technology Basic Computing Skills Producing Digital Media	Computer Science Unplugged Algorithms Programming Robots	Information Technology Presenting Information
Year 2	Information Technology What is a Computer? Modifying Text and Images	Computer Science Unplugged Algorithms Scratch Jr	Information Technology Storing and Presenting Data
Year 3	Computer Science Inside A Computer Programming a Game	Information Technology Composing Emails Spreadsheets	Computer Science Creating a Programmable World
Year 4	Computer Science Repetition & Forever Loops Networks & Online Services	Information Technology Creating a Video	Computer Science Coding with Scratch
Year 5	Computer Science If and If Else Statements Networks & Online Services	Information Technology Create / Search Databases	Computer Science Creating Music Using Code
Year 6	Computer Science Using Variables Program for an Audience	Information Technology HTML	Computer Science How Data is Stored

Digital Literacy is addressed throughout all Computing lessons where relevant. Years 1-6 will also teach standalone Digital Literacy in PSHE

