



Computing Program of Study

Daffodil Preparatory School

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Our Computing Curriculum at Daffodil Preparatory School is designed to empower our students to embrace and utilize new technologies by imparting essential knowledge, principles, and concepts. As Stephen Hawking once stated, "Whether you want to uncover the secrets of the universe, or you want to pursue a career in the 21st century, basic computer programming is an essential skill to learn." This skill is pivotal for students to navigate a rapidly changing workplace and seize career opportunities.

In an age where technology is omnipresent and profoundly influential in students' lives, we are committed to modeling and educating our pupils on how to use technology positively, responsibly, and safely. Our overarching goal is to nurture creators rather than mere consumers. Our comprehensive curriculum encompasses 'Computer Science,' 'Information Technology,' and 'Online Safety' to achieve this objective. We aim to instill in our pupils the understanding that they have choices when it comes to using technology, and as a school, we utilize technology to exemplify positive usage. We recognize that education is the most effective prevention for many issues associated with technology and social media.

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Technology not only provides accessibility opportunities for our students but also allows them to share their learning in creative and innovative ways. We strike a balance between a knowledge-rich curriculum and opportunities for students to apply their skills creatively, thereby nurturing proficient computer scientists.

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WHAT OUR STUDENTS WILL LEARN (INTENT):

At Daffodil Preparatory School, we explicitly teach computing skills. Students in Year 1 to Year 6 have weekly computing lessons. Each half-term, we focus on either Information Technology or Computer Science, with concurrent Online Safety lessons. We ensure alignment with the 'Education for a Connected World' framework for Online Safety, and some activities are reinforced through PSHE/RSE lessons and assemblies. Our aim is to equip our students with fluency in various tools to express their understanding and the independence to choose the best tools for the tasks and challenges presented by teachers.

Online safety holds great importance at Daffodil Preparatory School. We maintain a high profile for online safety and ensure that students' needs are met through:

- A relevant and progressive online safety curriculum spanning from Early Years to Year 6.
- Integration of online safety across other curricular areas and its incorporation into students' daily lives.
- Regular review and updates of our Online Safety Policy.
- Online Safety Rules for students in KS1, and KS2, which are discussed within the school and sent home for parents/carers to reinforce at home.
- Ongoing training for staff and governors.
- Filtering and monitoring systems for all online access within the school.



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HOW OUR STUDENTS WILL LEARN (IMPLEMENTATION):

Key Stage 1:

For Key Stage 1, we use the Purple Mash computing curriculum, which is taught weekly. It comprises a mix of activities within Purple Mash and 'unplugged' activities that do not require electronic devices. These activities promote computational thinking, which students can apply to various programs on Purple Mash, including databases and coding.

Key Stage 2:

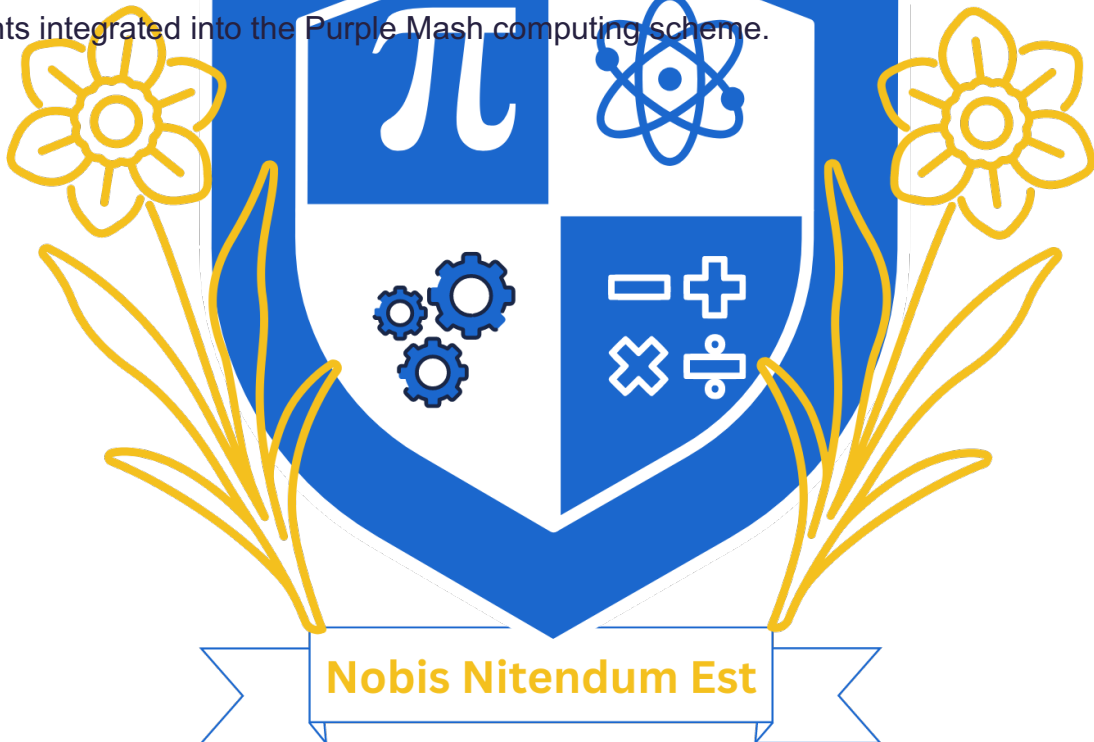
In Key Stage 2, we continue to utilize the Purple Mash computing curriculum, with a mixed-aged planning format to accommodate children in Year 3/4, Year 4/5, and Year 5/6. This ensures that all pupils have access to the full curriculum, even within our mixed-age class structure. The Subject Leader for Computing teaches pupils in Willow Class (Year 4/5) and Oak Class (Year 5/6).

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PROGRESS AND ASSESSMENT IN COMPUTING:

We assess pupils' learning during and at the end of each unit, using the assessment documents integrated into the Purple Mash computing scheme.



Year 1	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Recognise common uses of information technology beyond school.
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	<p>they have concerns about content or contact on the internet or other online.</p> <ul style="list-style-type: none"> Children understand the importance of keeping information, such as their usernames and passwords, private and actively demonstrate this in lessons. Children take ownership of their work and save this in their own private space such as their My Work folder on Purple Mash. 	<p>execute by following precise and unambiguous instructions.</p> <ul style="list-style-type: none"> Children understand that an algorithm is a set of instructions used to solve a problem or achieve an objective. They know that a computer program turns an algorithm into code that the computer can understand. <p>Create and debug simple programs.</p> <ul style="list-style-type: none"> Children can work out what is wrong with a simple algorithm when the steps are out of order, e.g. The Wrong Sandwich in Purple Mash and can write their own simple algorithm, e.g. Colouring in a Bird activity. Children know that an unexpected outcome is due to the code they have created and can make logical attempts to fix the code, e.g. Bubbles activity in 2Code. <p>Use logical reasoning to predict the behaviour of simple programs.</p> <ul style="list-style-type: none"> When looking at a program, children can read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program. Children can, for example, interpret where the turtle in 2Go challenges will end up at the end of the program. 	<ul style="list-style-type: none"> Children are able to sort, collate, edit and store simple digital content e.g. children can name, save and retrieve their work and follow simple instructions to access online resources, use Purple Mash 2Quiz example (sorting shapes), 2Code design mode (manipulating backgrounds) or using pictogram software such as 2Count. 	<ul style="list-style-type: none"> Children understand what is meant by technology and can identify a variety of examples both in and out of school. They can make a distinction between objects that use modern technology and those that do not e.g. a microwave vs. a chair.
Year 2	<p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online.</p> <ul style="list-style-type: none"> Children know the implications of inappropriate online searches. Children begin to understand how things are shared electronically such as posting work to the Purple Mash display board. They develop an understanding of using email safely by using 2Respond activities on Purple Mash and know 	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <ul style="list-style-type: none"> Children can explain that an algorithm is a set of instructions to complete a task. When designing simple programs, children show an awareness of the need to be precise with their algorithms so that they can be successfully converted into code. <p>Create and debug simple programs.</p> <ul style="list-style-type: none"> Children can create a simple program that achieves a specific purpose. They can also identify and correct some errors, e.g. Debug Challenges: Chimp. 	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <ul style="list-style-type: none"> Children demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches. Children are able to edit more complex digital data such as music compositions within 2Sequence. Children are confident when creating, naming, saving and retrieving content. Children use a range of media in their digital content including photos, text and sound. 	<p>Recognise common uses of information technology beyond school.</p> <ul style="list-style-type: none"> Children can effectively retrieve relevant, purposeful digital content using a search engine. They can apply their learning of effective searching beyond the classroom. They can share this knowledge, e.g. 2Publish example template. Children make links between technology they see around them, coding and multimedia work they do in school e.g. animations, interactive code and programs.

	ways of reporting inappropriate behaviours and content	Children's program designs display a growing awareness of the need for logical, programmable steps. Use logical reasoning to predict the behaviour of simple programs. <ul style="list-style-type: none"> Children can identify the parts of a program that respond to specific events and initiate specific actions. For example, they can write a cause and effect sentence of what will happen in a program. 		
Year 3	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Children can carry out simple searches to retrieve digital content. They understand that to do this, they are connecting to the internet and using a search engine such as Purple Mash search or internet-wide search engines. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact. <ul style="list-style-type: none"> Children demonstrate the importance of having a secure password and not sharing this with anyone else. Furthermore, children can explain the negative implications of failure to keep passwords safe and secure. They understand the importance of staying safe and the importance of their conduct when using familiar communication tools such as 2Email in Purple Mash. They know more than one way to report unacceptable content and contact. 	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. <ul style="list-style-type: none"> Children can turn a simple real-life situation into an algorithm for a program by deconstructing it into manageable parts. Their design shows that they are thinking of the desired task and how this translates into code. Children can identify an error within their program that prevents it following the desired algorithm and then fix it. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. <ul style="list-style-type: none"> Children demonstrate the ability to design and code a program that follows a simple sequence. They experiment with timers to achieve repetition effects in their programs. Children are beginning to understand the difference in the effect of using a timer command rather than a repeat command when creating repetition effects. Children understand how variables can be used to store information while a program is executing. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. <ul style="list-style-type: none"> Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database (2Question), using software such as 2Graph. Children can consider what software is most appropriate for a given task. They can create purposeful content to attach to emails, e.g. 2Respond. 	Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration. <ul style="list-style-type: none"> Children recognise the main component parts of hardware which allow computers to join and form a network. Their ability to understand the online safety implications associated with the ways the internet can be used to provide different methods of communication is improving.
		<ul style="list-style-type: none"> Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, 'if' statements, repetition and variables. They make good attempts to 'step through' more complex code in order to identify errors in algorithms and can correct this. e.g. traffic light algorithm in 2Code. In programs such as Logo, they can 'read' programs with several steps and predict the outcome accurately. Children can list a range of ways that the internet can be used to provide different methods of communication. They can use some of these methods of communication, e.g. being able to open, respond to and attach files to emails using 2Email. They can describe appropriate email conventions when communicating in this way. 		
Year 4	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. <ul style="list-style-type: none"> Children understand the function, features and layout of a search engine. They can appraise selected webpages for credibility and information at a basic level. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact. <ul style="list-style-type: none"> Children can explore key concepts relating to online safety using concept mapping such as 2Connect. They can help others to understand the importance of online safety. Children know a range of ways of reporting inappropriate content and contact. 	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. <ul style="list-style-type: none"> When turning a real-life situation into an algorithm, the children's design shows that they are thinking of the required task and how to accomplish this in code using coding structures for selection and repetition. Children make more intuitive attempts to debug their own programs. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. <ul style="list-style-type: none"> Children's use of timers to achieve repetition effects are becoming more logical and are integrated into their program designs. They understand 'if statements' for selection and attempt to combine these with other coding structures including 	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. <ul style="list-style-type: none"> Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards. 	Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration. <ul style="list-style-type: none"> Children recognise the main component parts of hardware which allow computers to join and form a network. Their ability to understand the online safety implications associated with the ways the internet can be used to provide different methods of communication is improving.

		<p>variables to achieve the effects that they design in their programs.</p> <ul style="list-style-type: none"> As well as understanding how variables can be used to store information while a program is executing, they are able to use and manipulate the value of variables. Children can make use of user inputs and outputs such as 'print to screen'. e.g. 2Code. <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <ul style="list-style-type: none"> Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, 'if' statements, repetition and variables. They can trace code and use step-through methods to identify errors in code and make logical attempts to correct this. e.g. traffic light algorithm in 2Code. In programs such as Logo, they can 'read' programs with several steps and predict the outcome accurately. 		
Year 5	<p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <ul style="list-style-type: none"> Children search with greater complexity for digital content when using a search engine. They are able to explain in some detail how credible a webpage is and the information it contains. <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.</p> <ul style="list-style-type: none"> Children have a secure knowledge of common online safety rules and can apply this by demonstrating the safe 	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <ul style="list-style-type: none"> Children may attempt to turn more complex real-life situations into algorithms for a program by deconstructing it into manageable parts. Children are able to test and debug their programs as they go and can use logical methods to identify the approximate cause of any bug but may need some support identifying the specific line of code. <p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <ul style="list-style-type: none"> Children are able to make appropriate improvements to digital solutions based on feedback received and can confidently comment on the success of the solution. e.g. creating their own program to meet a design brief using 2Code. They objectively review solutions from others. Children are able to collaboratively create content and solutions using digital features within software such as collaborative mode. They are able to use several ways of sharing digital content, i.e. 2Blog, Display Boards and 2Email. 	<p>Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.</p> <ul style="list-style-type: none"> Children understand the value of computer networks but are also aware of the main dangers. They recognise what personal information is and can explain how this can be kept safe. Children can select the most appropriate form of online communications contingent on audience and digital content, e.g. 2Blog, 2Email, Display Boards.
	<p>and respectful use of a few different technologies and online services.</p> <ul style="list-style-type: none"> Children implicitly relate appropriate online behaviour to their right to personal privacy and mental wellbeing of themselves and others. 	<ul style="list-style-type: none"> Children can translate algorithms that include sequence, selection and repetition into code with increasing ease and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures. They are combining sequence, selection and repetition with other coding structures to achieve their algorithm design. <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <ul style="list-style-type: none"> When children code, they are beginning to think about their code structure in terms of the ability to debug and interpret the code later, e.g. the use of tabs to organise code and the naming of variables. 		
Year 6	<p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <ul style="list-style-type: none"> Children readily apply filters when searching for digital content. They are able to explain in detail how credible a webpage is and the information it contains. They compare a range of digital content sources and are able to rate them in terms of content quality and accuracy. Children use critical thinking skills in everyday use of online communication. <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.</p> <ul style="list-style-type: none"> Children demonstrate the safe and respectful use of a range of different technologies and online services. They identify more discreet inappropriate behaviours through developing critical thinking. 	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <ul style="list-style-type: none"> Children are able to turn a more complex programming task into an algorithm by identifying the important aspects of the task (abstraction) and then decomposing them in a logical way using their knowledge of possible coding structures and applying skills from previous programs. Children test and debug their program as they go and use logical methods to identify the cause of bugs, demonstrating a systematic approach to try to identify a particular line of code causing a problem. <p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</p> <ul style="list-style-type: none"> Children translate algorithms that include sequence, selection and repetition into code and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures, 	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <ul style="list-style-type: none"> Children make clear connections to the audience when designing and creating digital content. The children design and create their own blogs to become a content creator on the internet, e.g. 2Blog. They are able to use criteria to evaluate the quality of digital solutions and are able to identify improvements, making some refinements 	<p>Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.</p> <ul style="list-style-type: none"> Children understand and can explain in some depth the difference between the internet and the World Wide Web. Children know what a WAN and LAN are and can describe how they access the Internet in school.

	<ul style="list-style-type: none"> They recognise the value in preserving their privacy when online for their own and other people's safety. 	<p>including nesting structures within each other. Coding displays an improving understanding of variables in coding, outputs such as sound and movement, inputs from the user of the program such as button clicks and the value of functions.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <ul style="list-style-type: none"> Children are able to interpret a program in parts and can make logical attempts to put the separate parts of a complex algorithm together to explain the program as a whole. 		
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IMPACT:

To evaluate the impact of our Computing Curriculum, we conduct a comprehensive review at the end of the year. This review incorporates information from end-of-unit assessments, observations of pupils' learning, reviews of their work, and discussions with students about their learning experiences.

