

Computing

At Woodend Farm our computing curriculum aims to instil a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offers to, create, manage, organise, and collaborate. Tinkering' with software and programs forms a part of the ethos of the learning as we want to develop pupils' confidence when encountering new technology, which is a vital skill in the ever evolving and changing landscape of technology. Through our curriculum, we intend for pupils not only to be digitally competent and have a range of transferable skills at a suitable level for the future, but also to be responsible online citizens.



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Beech	Computing system and works: mouse skills	Online safety	Creating media: digital imagery	Creating media: digital imagery	Programming 1: Algorithms unplugged	Computing and computing system: improving mouse skills
Ash	Computing and computing system: what is a computer?	Online safety	Creating media: Stop motion	Creating media: Stop motion	Programming 1: Algorithms and de-bugging	Computing system and network 2: Word processing
Willow	Computing system and network 1: Networks	Online safety	Creating media: video trailers	Creating media: video trailers	Coding with Scratch	Computing systems and networks 2: emailing
Oak	Computing systems and networks: collaborative learning	Online safety	Creating media: Website design	Creating media: Website design	Further coding with scratch	Computing systems and networks 2: emailing