

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
Seedling	Beebots – butterflies. Communication – input + output.	Create a simple programme – we are treasure hunters.	Present data on water collected / used at home and school.	Programming 1 - instructions	The computing system and networks: using a computer	Introduction to data
Budding	Beebots – butterflies. Communication – input + output.	Create a simple programme – we are treasure hunters.	Present data on water collected / used at home and school.	Online safety	Computing and computing system: improving mouse skills	Introduction to data
Flowering	Beetbots - Directional language	Write and test simple programs. Use Internet safely and appropriately.	Collect and present data in different formats.	Programming - scratch	Computing system and network 2: Word processing	International space station
Ripening						