



Overview of Computing at Sowe Valley Primary School

Vision (Intent)	Immersion (Our Offer)	Personalising the Curriculum to Sowe Valley (Implementation)	
<p>At Sowe Valley we are committed to providing our children with the key computing skills needed to enable them to access the increasing digital world they are growing up in. We teach the children the importance of online safety and using technology respectfully. Each term, we recap the importance of online safety, acceptable and unacceptable behaviours and how to access help and support with any concerns. The children will have opportunities to learn specific computing skills during weekly lessons, as well as utilising these skills across the curriculum. During Key Stage 1 children will be taught to understand algorithms as instructions and how these are implemented as programs on digital devices, create and debug simple programs. They will develop an understanding of the uses of ICT in and beyond school. In Key Stage 2, we build upon these foundations to design, write and debug programs with a focus on problem solving. We explore computer networks, including the internet through communication and collaborative working. We learn how to use search technologies effectively by looking at how results are selected and ranked. We use this knowledge to select and use software to design and create programs, systems and content to accomplish given goals.</p>	<p>Current Practice: Kapow Scheme used across school to support staff in planning and delivering high quality computing lessons and giving the children the necessary skills All children have access to laptops, MacBooks, iPads, digital cameras and Micro Bits Each year all children learn about online safety and given strategies to stay safe online and how to manage anything that has concerned or upset them. This is revisited more frequently where deemed necessary.</p> <p>Further Development: Options for evidencing learning – JamBoards, use of Google Classroom Use of computing skills across the curriculum to enhance and enrich other lessons</p>	Reception	<p>In the Early Years, pupils have access to ICT through continuous provision. They have access to the IWB, Bee Bots, desktop computer, digital cameras to learn about the main parts of a computer, following and giving instructions</p>
		Year 1	<p>Children have opportunities to build and improve mouse skills, understand algorithms as instructions, programme Bee Bots, use photography to create a digital story, learn about ways of representing data</p>
		Year 2	<p>In Year 2, children build upon their understanding of what a computer is and learn about inputs and outputs. They further develop their understanding of algorithms and apply this to the program Scratch. They start to learn touch typing skills. In media, they create storyboards and simple animation using iPads</p>
		Year 3	<p>In Year 3, the children start to learn about how devices communicate via real life networks, including emails. They further build on their knowledge of programming on Scratch, using more advanced applications. In media, the children develop filming and editing skills. Understand what a database is and explore sorting and filtering information.</p>
		Year 4	<p>In Year 4, the children learn to work collaboratively in responsible and considerate ways. The children further build upon their programming skills using Scratch and Micro Bits. In media, the children apply a range of previously taught skills to explore website design. The children research and store data using spreadsheets to collect data.</p>
		Year 5	<p>In Year 5, children learn about the use of search engines to find accurate information. The children apply their programming skills to create sounds and melodies and create animations. In media, the children further build their knowledge of storyboards to create a video animation.</p>
		Year 6	<p>In Year 6, the children learn about code-breaking and password hacking. They test, change and explain what a program does. The children learn about barcodes, QR codes, infrared and RFID technologies. They also learn about data usage through mobile data vs WiFi and respecting privacy.</p>