



Curriculum

Subject Overview



Computing





Wise Owl Trust

Computing 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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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Digital Literacy		Information Technology		Computer Science	
Reception	Digital Literacy		Information Technology		Computer Science	
Year 1	Information Technology Basic Computing Skills	Information Tech / Digital Literacy Producing Digital Media	Computer Science Unplugged Algorithms	Computer Science Programming Robots	Information Technology Data Handling: Pictograms	Information Tech / Digital Literacy Presenting Information
Year 2	Information Tech / Digital Literacy What is a Computer?	Computer Science Unplugged Algorithms	Computer Science Scratch Jr	Information Tech / Digital Literacy Storing and Presenting Data	Information Technology Modifying Text and Images	Information Tech / Digital Literacy Presenting Data
Year 3	Information Tech / Digital Literacy Composing Emails	Computer Science Programming a Game	Computer Science Creating a Programmable World	Information Tech / Digital Literacy Alerting Digital Media	Computer Science Inside A Computer	Information Technology Publishing Online Content
Year 4	Information Technology Branching Databases	Computer Science Repetition and Forever Loops	Computer Science Coding with Scratch	Information Tech / Digital Literacy Creating a Video	Computer Science / Digital Literacy Networks and Online Services	Information Technology Spreadsheets
Year 5	Information Technology Create / Search Database	Computer Science If and If Else Statements	Computer Science Creating Music Using Code	Information Tech / Digital Literacy Stop Motion Animation	Computer Science / Digital Literacy Difference WWW/Internet	Information Technology 3D Modelling
Year 6	Information Technology Creating Formula in Excel	Computer Science Using Variables	Computer Science Program for An Audience	Information Tech / Digital Literacy Plan and Compose Music	Computer Science How Data is Stored	Information Tech / Digital Literacy HTML