

Hadley Wood Primary School

Computing- Scheme of Work



ICT Vision

Our vision is that every child will leave our school digitally literate, **confident** in their ability to use technology creatively in a wide range of contexts. They will be **capable** coders with the ability to program and control a wide variety of software, with an awareness of the benefits and possible dangers of ubiquitous internet access and communication. Most importantly they will be secure in their knowledge of how to keep themselves safe online and contribute to creating a better Internet for all.

Powered by:



This curriculum provides teachers with a starting block to embark on teaching an effective and engaging computing curriculum. In the recent Royal Society publication 'After the reboot: computing education in UK schools (2018)', it stated that in order for children to leave school and "to embark on successful professional careers and to become astute and responsible citizens...children should begin to study computing at the earliest age possible". With this in mind, Hadley Wood aims to lead the way in creating a stimulating an engaging curriculum for our pupils.

The resources are drawn from a variety of respected and well-known sources that have been created by educators with vast experience in computing and which use research driven pedagogy. It has been divided into three sections: e-safety, which is taught discreetly at the start of the Autumn term; digital literacy, taught mainly in Autumn and Spring; and coding, taught in the remainder of the year. There is a more equal split between coding and digital literacy/e-safety emphasising the fact that computing isn't just about coding nor 'ICT'. However, in order to give children the tools they need, Digital Literacy does feature throughout. Resources and lessons are linked in the individual year group plans and it is expected that teachers will adapt these to make them appropriate for their class.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Coding: Exploring programmable toys	Digital Literacy: Introduction to the Media Suite	Digital Literacy: using 2 publish	Digital Literacy: using a keyboard	E-Safety: Using a computer safely	Digital Literacy: selecting technology for a purpose
Year 1	E-safety: Using the internet safely	Digital Literacy & E-safety: using a computer/device	Coding with Codeapillars/Beebots	Digital Literacy: bug hunters	Digital Literacy: potty painters	Coding: Scratch Jnr - introduction and fundamentals
Year 2	E-safety: Staying safe on the internet Coding - Predicting behaviour and using repeat command	Coding: Using programs to recreate shapes	Coding - Predicting behaviour and using repeat command	Digital Literacy - Learning about development of world wide web Creating an online presentation	E-safety Emailing as a class	Digital Literacy: Using technology purposefully
Year 3	E-Safety: Use technology safely; understand what is considered as unacceptable	Coding: Sequence instructions Simple repetition	Digital Literacy: Develop an understanding of the history of computers. How computer networks	Digital Literacy: Using a database	E-Safety & Digital Literacy: Communication and collaboration in the wider world.	Coding: Using simple output/model to animate sprites in a variety of different programs.

Powered by:



	behaviour and how to deal with it.		including the internet work.			
Year 4	E-safety: Using technology safely, look at examples of what acceptable behaviour is. Coding: Interactive - Chatbot	Digital Literacy: Research and develop a topic	E-safety: Developing an understanding of the history of computers, networking and the internet.	Coding: Game - Boat race	Digital Literacy: Childnet video competition	Coding: Controlling simple sprites with commands and prompts.
Year 5	E-safety: Securing your secrets Digital Literacy: News Reports Using programs such as IMovie to bring learning to life	Digital Literacy: Data analysis	Coding: Scratch - Space Junk Game	E-Safety and Digital Literacy: How the internet works	Coding: Building a webpage	Coding: App design
Year 6	E-safety: Google It's cool to be kind	Digital Literacy: Explore a Topic with Research and Collaboration	Coding: scratch maths Building with Numbers	Coding: Scratch Memory game	Digital Literacy: Childnet video competition	Digital Literacy: using a data analysis program

Powered by:

