

## Computing Curriculum 2016/17

The National Curriculum for computing aims to ensure that all pupils:

- Can understand and apply the fundamental principles and concepts for 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

At Watton at Stone we deliver the Computing Programme of Study using a variety of resources, e.g. 'Switched on Computing' which has been especially written for the curriculum. Amongst the many benefits that this scheme offers are:

- A clear progression of skills from Early Years to Year 6
- Embedding of e-Safety to ensure safe and responsible use of technology

The school has also made a substantial investment in new hardware to support the study of computing. This will raise the profile of computing and help us to engage all our pupils in the study of the new topics provided by the National Curriculum.

We also like to use the Herts for Learning scheme, if appropriate, and any other resources to help us deliver the objectives for each year group.

### Key Stage 1

- Paint
- Word processing skills
- e-Safety
- Programming

### Year 3

- Algorithms
- Programming
- Videoing
- e-Safety
- Data
- Animations
- Communication networks

#### Year 4

- Programming
- Games
- Accuracy counts
- Authoring

#### Year 5

- Developing an interactive game
- Cracking codes
- Using geometry and art
- Creating a web page about cyber safety
- Creating a block
- Creating virtual spacing

#### Year 6

- Connectivity
- Developing safe and appropriate use of online technology
- Blogging
- Scratch programming
- Sound works
- programming aturos