



St Mary's Catholic Primary School  
**Educate, Protect, Love, Serve**  
*#making a difference together*

### **Our Vision Statement**

With the love of Jesus and the inspiration of Mary at our heart, we will be the best we can be.  
At St. Mary's we provide every member of our school family with the opportunity to achieve academically and thrive spiritually and socially.

## **Computing Curriculum Overview**

*'be a problem solver'*

## Computing Intent

Intent at St. Mary's Catholic Primary School, Bodmin, we aim to prepare our learners for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever-changing digital world.

Knowledge and understanding of ICT is of increasing importance for children's future both at home and for employment. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology.

These strands are revisited repeatedly through a range of themes during the children's time in school to ensure the learning is embedded and skills are successfully developed. Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school.

Implementation- Our whole curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability, additional needs, to flourish to become the very best version of themselves they can possibly be.

We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children. To ensure a broad range of skills and understanding,

Computing is taught through the National Centre for computing education across three main strands: digital literacy, computer science and information technology. As part of information technology, children learn to use and express themselves and develop their ideas through ICT for example writing and presenting as well as exploring art and design using multimedia.

Within digital literacy, children develop practical skills in the safe use of ICT and the ability to apply these skills to solving relevant, worthwhile problems for example understanding safe use of internet, networks and email.

In computer science we teach children to understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. Also to analyse problems to computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.

We also teach a progression of Computing vocabulary to support children in their understanding. At St Mary's Catholic Primary School, Bodmin we give children access to a wide range of good quality resources and provide cross curricular opportunities for children to apply their Computing knowledge and skills.

Online safety is taught both in Computing lessons (where needed) and children are also reminded as a part of the school rule 'Be Safe' how to be safe online. Online safety procedures are communicated with all staff and parents.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Making music	Programming B – An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions
Year 4	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Video editing	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming A – Variables in games	Data and information – Spreadsheets	Creating media – Web page creation	Programming B – Sensing