

Horningsham Primary School

Computing Overview



Our computing programme aims to equip pupils with the knowledge, skills and understanding needed to thrive in an increasingly digital world. Using the Team Computing curriculum as the basis for our provision, pupils develop confidence in using technology purposefully, creatively and safely. The curriculum follows a spiral approach, ensuring pupils revisit and build on key concepts with increasing depth as they progress through the school. Pupils develop their understanding of computer systems, computational thinking and programming, digital creativity and information technology. Online safety is a core and continuous element of the curriculum (this is also covered in PSHE), enabling pupils to become safe, responsible and respectful users of digital technologies. Through this approach, pupils are prepared to be confident, capable and responsible digital citizens, ready for the opportunities and challenges of the modern world.

Computing		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Robins Cycle A	Computing		Computing systems and networks 1: Using a computer (K)	Programming 1: All about instructions (K)	Computing systems and networks 2: Exploring hardware (K)	Programming 2: programming Bee-Bots (K)	Data Handling: Introduction to data (K)
Robins Cycle B	Computing	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: Programming animations

Woodpeckers Cycle A	Computing	Computing systems and networks: IT around us	Creating media: Digital photography	Programming A: Robot algorithms	Data and information: Pictograms	Creating Media: Digital music	Programming B: programming quizzes
Woodpeckers Cycle B	Computing	Computing systems and networks: Connecting computers	Creating media: Stop-frame animation	Programming A: Sequencing sounds	Data and information: Branching databases	Creating media: Desktop publishing	Programming B: Events and actions in programs

Owls Cycle A	Computing	Computing systems and networks: The Internet	Creating media: Audio production	Production A: Repetition in Shapes	Data and information: Data logging	Creating media: Photo editing	Programming B: Repetition in games
Owls Cycle B	Computing	Computing systems and networks: Systems and searching	Creating media: Video production	Programming A: Selection in physical computing	Data and information: Flat-file databases	Creating media: Introduction to vector graphics	Programming B: Selection in quizzes
Owls Cycle C	Computing	Computing systems and networks: Communication and collaboration	Creating media: Web page creation	Programming A: Variables in games	Data and information: Introduction to Spreadsheets	Creating media: 3D modelling	Programming B: Sensing movement
							Using the micro:bit for Primary to Secondary transition