Lemington Riverside Primary School

Computing Policy 2020-2021

Introduction

As we are living in a digital world, it is vital that the children gain the skills needed so they are prepared for jobs in the future. Research has shown that children who are Primary age will be fulfilling jobs that do not exist yet as technology is developing and changing daily. Through teaching Computing, we are enabling children to become creative, resilient and critical digital citizens ready for Secondary School as well as those jobs.

When our children leave school, they will:

- Be confident and creative when they are using technology,
- Be able to stay safe whilst using technology,
- Follow and understand E-Safety rules,
- Be able to use computer programmes to programme and solve problems,
- Be able to collect, analyse, evaluate and present data and information in different ways,
- Research using the most effective tools.

Whilst at Lemington Riverside Primary School, pupils are introduced to a wide range of technology, including laptops, iPads and interactive whiteboards, allowing them to continually practice and improve the skills they learn. Overall, we aim for every child to be ambitious and confident in a rapidly changing world.

Teaching

There are three core areas within the Computing Curriculum, which are covered in every academic year. These are Computer Science (Programming), Information Technology (Creating digital content and computer skills) and Digital Literacy (E-Safety and understanding computer systems). These areas are clearly colour co-ordinated on the iLearn2 website for each year group.

We use iLearn2 as a starting point to plan and teach Computing. Teachers will adapt the plans on iLearn2 according to their individual class and subject.

Computing maybe taught in chucks or when suitable within other subjects, such as typing a newspaper article in History. However, the average time dedicated to teaching Computing **must** be 1 hour every two weeks.

E-Safety is taught at the end of every half term so it is fresh in the children's mind when they are off school, in order to help them stay safe online.

Progression of Skills

Each area of Computing have been carefully planned and tailored for each year group to ensure that skills are developed upon and progress throughout the whole school. This will ensure that the children gain the skills needed to be ready for the next academic year then Secondary School.

Vocabulary

As the skills progress throughout each year group, the expectation of vocabulary used by teachers and children also develops. See the Progression of Vocabulary table for the vocabulary used in each Key Stage.

Assessment

Work is evidenced on SeeSaw so previous work can be referred back to and current work can be edited and adapted when needed. This evidence will be used to assess how each child has achieved the desired learning objectives.

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Progression of Skills and Teaching Sequence

	Autumn Term 1	Autumn Term 2	Spring Term 1		Spring Term 2	Summer Term 1	Summer Term 2
Year 1	Mouse and Keyboard	Music Creation	Design		Text and Images	Comic Creation	Introduce Programming
Year 2	Recognise uses of IT Typing	Introduce Data Handling	Digital Art		EBook Creation	Develop Programming	Programming with Scratch
Year 3	Document editing and Creation Typing	Music Creation	Digital Art		Comic Creation	Game Creation (Non- coding)	Programming in Scratch
Year 4	Internet Research Typing	Data Handling	3D Design		Ebook Creation	Raspberry Pis - lightbulb	Programming in Scratch
Year 5	Computer Networks and the Internet	APP design	Data Handling		Music creation	E-Book Creator	Programming in Scratch
Year 6	Computer Past, present and future	Image Editing	Web Design	Graphic Design	Computers: Past, Present and Future Binary	Virtual Reality	Programming with Scracth (move onto Python)

Progression of Vocabulary

EYFS	KS1	LKS2	UKS2
o browser o computer o file o image o instructions o internet o iPad o keyboard o laptop o list o problem o safety o screen o search o sound o text o touch screen o website	o algorithm o browser o code o copyright o debug o design o device o digital o error o iPad o keyboard o link o pattern o privacy o problem o program o sequence o solution o tab o webpage o website o wired o wireless	o algorithm o audio o code o copyright o cyber-bullying o data o debug o evaluation o generalisation o hardware o hyperlink o input o JPEG o output o password o privacy o safety o secure o selection o software o storage o URL o wired o wireless	o algorithm o byte, megabyte, etc. o Computer Scientist o cache o condition o copyright o CPU o cyber-bullying o debug o device o E-Safety o execute o hack / hacking o history o HTML o input o IP address o JPEG o LAN o network o operating system o output o program o security o simulation o web server o wireless

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