LCA
love the journey

Curriculum Implementation 2023-24

Primary

LCA Strand	Technology, Enterprise & Sport
Subject	Computing

What are the key concepts taught?	EYFS focuses on unplugged activities that help to build children's listening skills, curiosity, creativity and problem solving. Across KS1 and KS2: • Coding • Online Safety • Data Handling • Publishing • Animation • Video Editing • Photo Editing • Audio Editing • Web Design • 3D Modelling • Networks and Systems
What is the sequencing of units?	**EYFS** Unplugged activities may include using a tablet to take photographs, Beebots, video clips and listening to music. **Chapter 1:** Unit 1 – Online Safety/Exploring PurpleMash Unit 2 – Animated Story Books Unit 3 – Coding Unit 4 – Lego Builders Unit 5 – Spreadsheets Unit 6 – Pictograms **Chapter 2:** Unit 1 – Online Safety/ Effective Searching Unit 2 – Creating Pictures Unit 3 – Coding Unit 4 – Making Music Unit 5 – Spreadsheets

| | Unit 6 – Presenting Ideas

Chapter 3:
Unit 1 – Connecting Computers
Unit 2 – Animation
Unit 3 – Programming- Sequence in Music
Unit 4 – Desktop Publishing
Unit 5 – Branching Databases
Unit 6 – Programming- Events and Actions

Chapter 4:
Unit 1 – The Internet
Unit 2 – Photo Editing
Unit 3 – Programming- Repetition in Shapes
Unit 4 – Audio Editing
Unit 5 – Data Logging
Unit 6 – Programming- Repetition in Games

Chapter 5:
Unit 1 – Systems and Searching
Unit 2 – Vector Graphics
Unit 3 – Programming- Selection in Physical Computing
Unit 4 – Video Production
Unit 5 – Flat File Databases
Unit 6 – Programming- Selection in Quizzes

Chapter 6:
Unit 1 – Computer Systems- Communication
Unit 2 – 3D Modelling
Unit 3 – Programming- Variables in Games
Unit 4 – Web Page Creation
Unit 5 – Data Information- Spreadsheets
Unit 6 – Programming- Sensing |

| How do we encourage pupils to see the links between different units and concepts? | During each Key Stage, learners will revisit units and build upon skills that have been previously learned across different units. For example, when studying coding skills progress from base block coding in KS1 to scratch and text based coding in KS2.

This also applies to the study of computer systems and working safely online. |

| What are the planned opportunities for adaptive teaching, including for SEND, the more and able and disadvantaged pupils? | SEND learners will be supported appropriately and tasks will be adapted where possible to allow them to thrive. Similarly, those children who excel at computing will be given challenge tasks, such as workshops in coding, to advance their skills further.

All children have the same high expectations and hence are given access to the same resources and equipment and are supported in using them where necessary. |

What are the planned opportunities for retrieval and reflection by pupils?	Lessons begin with a recap of prior knowledge to make links with previous lessons and support retrieval. Learners are given opportunities to demonstrate and share their work with their peers. All lessons include plenaries to revisit the learning objective and check for misconceptions.

What are the opportunities for feed forward by the teacher post assessment outcomes?	After each assessment point, learners are given the opportunity to develop skills and knowledge across different units. Learners are encouraged to further develop their skills each year as units of work are revisited and built upon.

What are the planned opportunities for developing Reading?	Reading is embedded throughout the Computing curriculum. From KS1 through to KS2, learners will have opportunities to develop their reading when: creating story book animations; learning about online safety; effectively searching the web; reading web-based information; creating a publishing document and researching/ creating websites.

What are the planned opportunities for developing literacy, numeracy, oracy and SMSC?	**Literacy:** Subject specific vocabulary; reading webpages; creating documents and writing code. **Numeracy:** Collecting and presenting data in spreadsheets and creating variables when coding; **Oracy**: Learners have opportunities for oracy each lesson when asked to think, pair share answers to prior knowledge questions. **SMSC:** Computing promotes SMSC through encouraging learners to think about positive interactions online and how to avoid negative online experiences.