

Subject Curriculum Vision:

The Computing Curriculum at AJK

INTENT

Why should all students learn this subject?

The computing curriculum at Ark John Keats is designed to develop pupils' digital competency and instil a sense of enjoyment around using technology. The curriculum provides opportunities for pupils to use technology to create, manager, organise, and collaborate. We intend for pupils not only to be digitally competent but also to be responsible online citizens. The curriculum enables pupils to meet the end of key stage attainment targets outlined in the national curriculum and the aims align with those in the national curriculum.

What is the core knowledge in this subject?

Our computing curriculum is built around the following key areas:

- **Digital literacy and online safety**
- **Computational thinking**
- **Computers and hardware**
- **Coding**

IMPLEMENTATION

How is this subject taught at AJK?

We use the 'Kapow Computing' programme to support the computing curriculum we deliver. This ensures that there is a progression of knowledge and skills that the children can build on each year. Our curriculum is designed with three strands which run throughout: computer science, information technology and digital literacy.

The curriculum is organised into five key areas, creating a cyclical route through which pupils can develop their computing knowledge and skills by revisiting and building on previous learning: computer systems and networks, programming, creating media, data handling and online safety. Lessons incorporate a range of teaching strategies from independent tasks, paired and group work as well as unplugged and digital activities.

IMPACT

What does assessment look like in this subject?

Each lesson includes guidance to support teachers in assessing pupils against learning objectives and each unit has a unit quiz and knowledge catcher which can be used at the start or end of each unit.

After the implementation of Kapow Primary Computing, pupils should leave school equipped with a range of skills to enable them to succeed in their secondary education and be active participants in the ever-increasing digital world.



UNIT OVERVIEW

	Autumn		Spring		Summer	
Year 1	N/A		Improving mouse skills	Algorithms unplugged	Programming Nee-Bots	Introduction to data
Year 2	Online safety	Computing systems and networks	Word processing	Algorithms & debugging	Data handling	Stop motion
Year 3	Networks and the internet		Scratch	Emailing	Journey inside a Computer	Comparison card databases
Year 4	Further coding with Scratch		Computational Thinking	Collaborative learning	HTML	Investigating weather
Year 5	Online safety		Search engines	Mars Rover	Programming Music (Scratch)	Micro:bit
Year 6	Bletchley Park		Big Data	Big Data 2	Intro to Python	Inventing a product