



# The Federation of St. Mary's Catholic Schools

## Computing Overview

### 2021-2022



*"I can do all things through Christ who strengthens me" Philippians 4:13*

	Autumn I	Autumn II	Spring I	Spring II	Summer I	Summer II
<b>Nursery</b>	<p>The updated Early Years Framework no longer has a statutory requirement for the teaching of technology or computing skills. However, at St. Mary's we recognised the importance of these skills and the teaching of online safety and responsible digital citizenship. Children have access to age appropriate technology and programmes in order to develop these skills.</p> <p>Reception children will start formal Computing lessons in the Summer term, if they are assessed as being developmentally ready.</p>					
<b>Reception</b>						
<b>Year 1</b>	<p><b>Improving mouse skills</b> <i>Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art</i></p>	<p><b>Algorithms unplugged</b> <i>Algorithms, decomposition and debugging are made relatable to familiar contexts, following directions, learning why instructions need to be specific.</i></p>	<p><b>Rocket to the moon</b> <i>Developing keyboard and mouse skills through designing, building and testing. Creating a digital list of materials, using drawing software and recording data.</i></p>	<p><b>Programming Beebots</b> <i>Introducing programming through the use of a Bee-Bot and exploring its functions.</i></p>	<p><b>Digital imagery</b> <i>Taking and editing photos, searching for and adding images to a project.</i></p>	<p><b>Introduction to data</b> <i>Learning what data is and the different ways it can be represented. Learning why data is useful and the ways it can be gathered and recorded.</i></p>
	<p>* As part of our COVID 19 recovery curriculum, Year 1 will recap the basics of Computing i.e. logging on and parts of a computer before beginning the Kapow scheme of work.</p>					
<b>Year 2</b>	<p><b>What is a computer?</b> <i>Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world to design their own computerised invention.</i></p>	<p><b>Algorithms and debugging</b> <i>Developing an understanding of; what algorithms are, how to program them and how they can be developed to be more efficient, introduction of loops.</i></p>	<p><b>Word processing</b> <i>Developing touch typing skills, learning keyboard shortcuts and simple editing tools.</i></p>	<p><b>ScratchJr</b> <i>Exploring what 'blocks' do' by carrying out an informative cycle of predict &gt; test &gt; review. Programming a familiar story and make a musical instrument.</i></p>	<p><b>Stop Motion</b> <i>Learning how to create simple animations from storyboarding creative ideas.</i></p>	<p><b>International Space Station</b> <i>Learning how data is collected, used and displayed and the scientific learning of the conditions needed for plants and humans, to survive.</i></p>