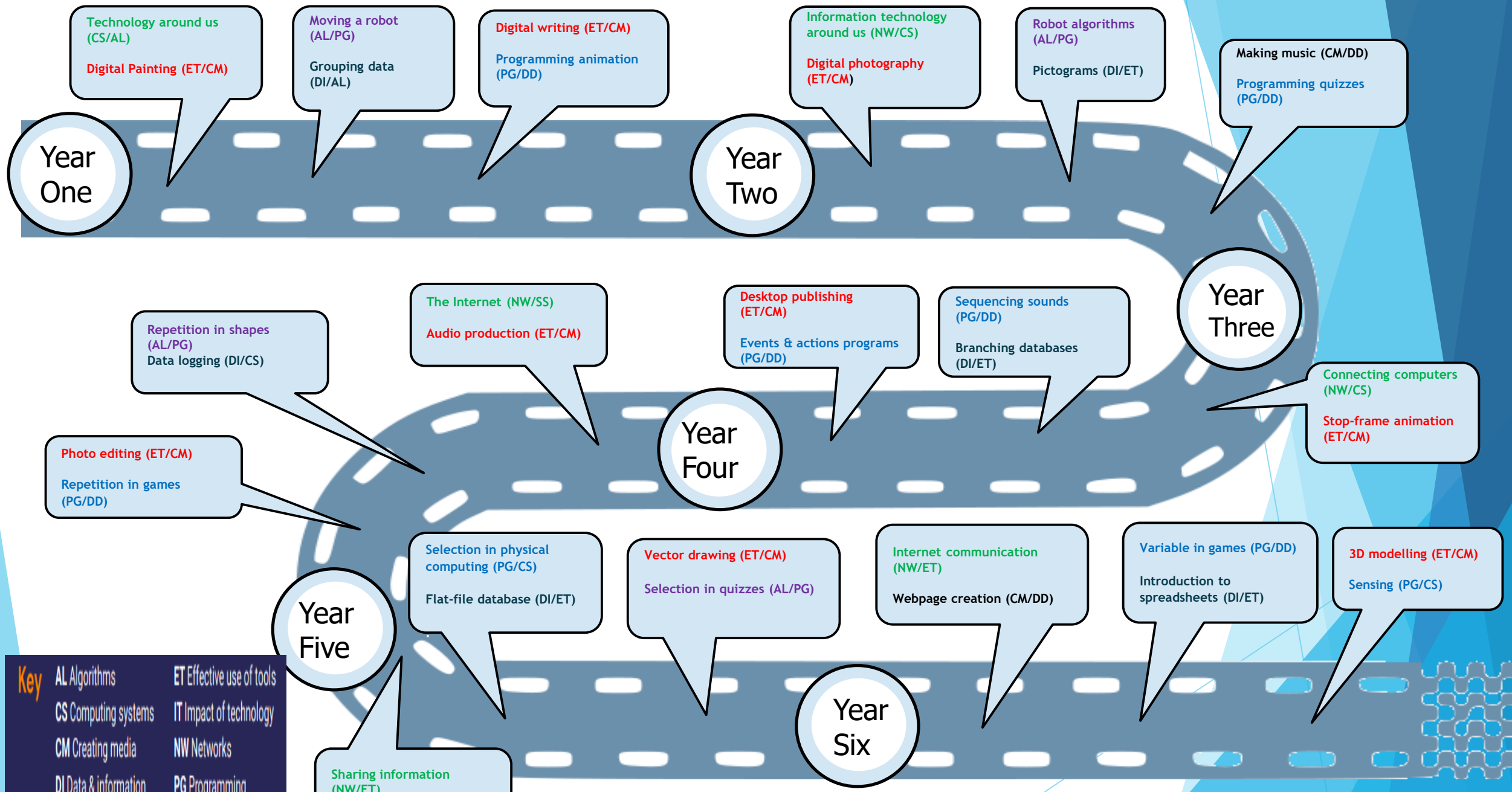
Curriculum Intent Computing

At Bledlow Ridge School, we aim to ensure that all children embrace and feel confident in applying new technology in a safe and responsible way both in school and at home. We want our pupils to make links between Maths, Science and Design and Technology to enable them to use and develop these skills as they move through school and become responsible digital citizens.
"A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world…core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content." National Curriculum.

Technology is always evolving, and we aim to develop their ideas through this as they become active participants in a digital world.

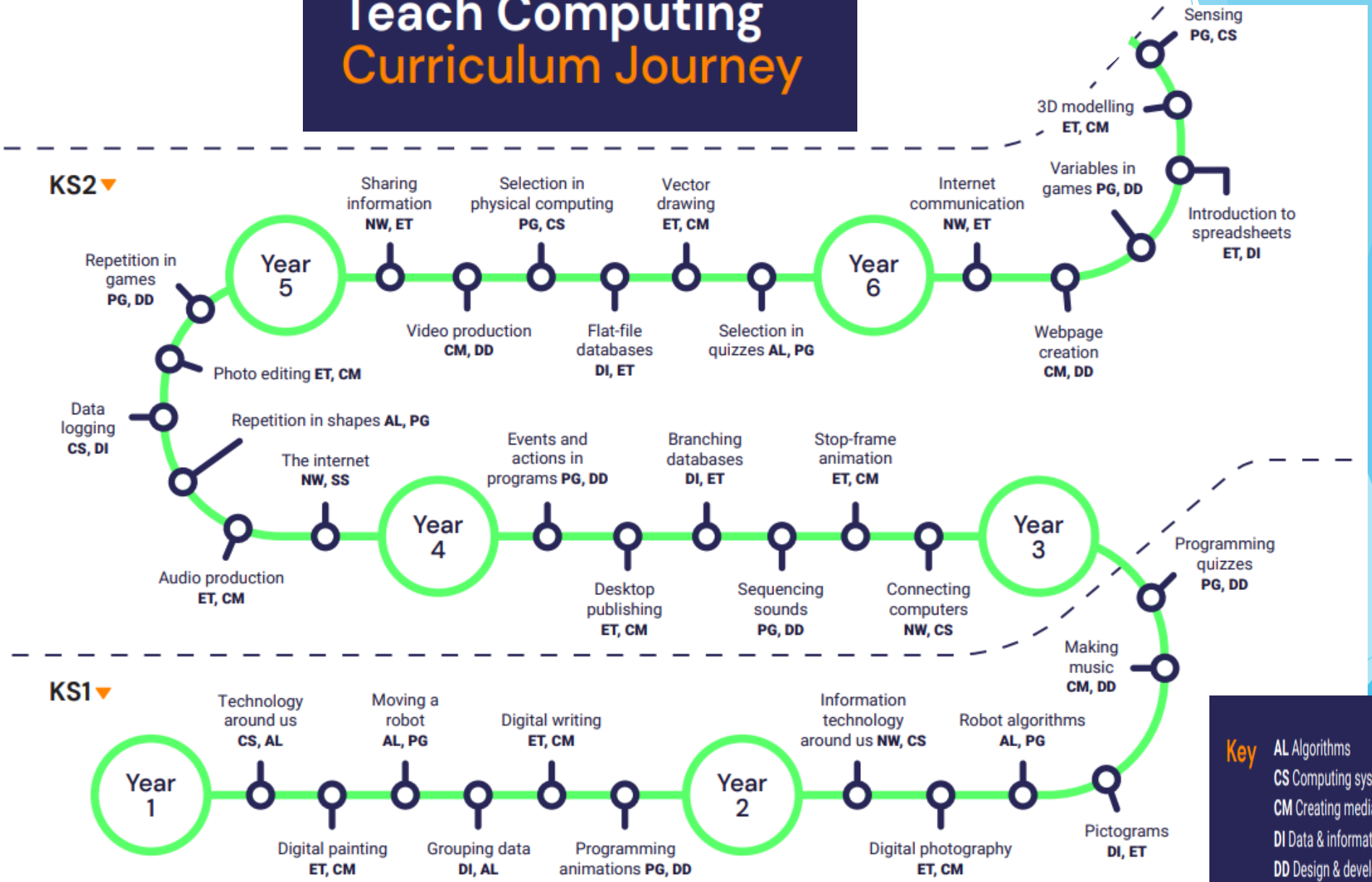
Overview of EYFS Provision

In EYFS, computing teaching links to pupils' everyday use and experiences of technology. They are taught how to use and select technology for a particular purpose and recognise these at home and school. Children are supported to use a range of technologies available in the classroom to enhance their child-initiated play and to learn how technology interacts with their everyday lives.



Bledlow Ridge Curriculum Road Map- Computing updated Sept 2023

Teach Computing Curriculum Journey



Key

- **AL** Algorithms
- **CS** Computing systems
- **CM** Creating media
- **DI** Data & information
- **DD** Design & development
- **ET** Effective use of tools
- **IT** Impact of technology
- **NW** Networks
- **PG** Programming
- **SS** Safety & security

Year 1 skills:

- I can explain how computer systems and networks work - technology around us e.g. I can use a mouse and keyboard
- I can use a computer to paint a picture
- I can move a robot with a simple program
- I can answer questions about groups of objects
- I can create and edit text on a computer
- I can use an algorithm to create a program

Year 2 skills:

- I can explain how computer systems and networks work - use IT safely e.g. I can explain how to use IT safely and make safe choices
- I can create and edit digital photographs
- I can create and debug a program
- I can present information using a computer
- I can create and review digital music
- I can create a program using my own design

Year 3 skills:

- I can explain how computer systems and networks work – connecting computers e.g. I know how digital devices are connected?
- I can create, edit and review a stop-frame animation
- I can create a project that uses a sequence of commands
- I can create an identification tool
- I can explore layouts in desktop publishing
- I can design and create a maze-based challenge

Year 4 skills:

- I can explain how computer systems and networks work - the internet e.g. I know how content on WWW created?
- I can create and edit audio recordings
- I can use a program that uses count controlled loops
- I can identify and use data to answer questions
- I can create and edit a photo image
- I can design a project that uses count controlled loops

Year 5 skills:

- I can explain how computer systems and networks work - systems & searching e.g. I know why the order of search results are important
- I can create and edit video recordings
- I can create a program that controls a physical computing project
- I can use a real-world database to answer questions
- I can create vector drawings
- I can design a project which uses selection

Year 6 skills:

- I can explain how computer systems and networks work – communication & collaboration e.g. I can evaluate different methods of online communication
- I can create and edit a web page
- I can create a game based on variables
- I can use a spreadsheet to present data
- I can create a 3D model
- I can design/develop a project which uses inputs & outputs on a controllable device