



Rosedale
Primary School

Computing

Curriculum Intent

Rosedale's computing curriculum aims to equip pupils so that they will:



can understand and apply the fundamental principles and concepts of **computer science**, analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems.



can evaluate and apply **information technology**, including new or unfamiliar technologies, analytically to solve problems.



develop **digitally literate** pupils that are responsible, competent, confident and creative users of information and communication technology.

Long-Term Overview

	Autumn	Spring			Summer	
Year 1	<i>Computer Systems and Networks- Technology Around Us</i>	<i>Data and Information- Grouping Data</i>	<i>Programming A- Moving a Robot (Beebots)</i>	<i>Creating Media- Digital Writing</i>	<i>Creating Media- Digital Painting</i>	<i>Programming B- Programming Animations</i>
Year 2	<i>Computer Systems and Networks- IT Around Us</i>	<i>Creating Media- Digital Photography</i>	<i>Data and Information- Pictograms</i>	<i>Programming A- Robot Algorithms (Beebots)</i>	<i>Creating Media- Digital Music</i>	<i>Programming B- Programming Quizzes</i>
Year 3	<i>Computer Systems and Networks- Connecting Computers</i>	<i>Programming A- Sequencing Sounds</i>	<i>Creating Media- Desktop Publishing</i>	<i>Data and Information- Branching Databases</i>	<i>Programming B- Events and Actions in Programmes</i>	<i>Creating Media- Stop Frame Animation</i>
Year 4	<i>Computer Systems and Networks- The Internet</i>	<i>Creating Media- Audio Production</i>	<i>Programming A- Repetition in Shapes</i>	<i>Creating Media- Photo Editing</i>	<i>Programming B- Repetition in Games</i>	<i>Data and Information- Data Logging (TTS Log Boxes)</i>
Year 5	<i>Computer Systems and Networks- Systems and Searching</i>	<i>Creating Media- Introduction to Vector Graphics</i>	<i>Programming A- Selection in Physical Computing (Crumbles)</i>	<i>Data and Information- Flat file Databases</i>	<i>Programming B- Selection in Quizzes</i>	<i>Creating Media- Video Production</i>
Year 6	<i>Computer Systems and Networks- Communications and Collaboration</i>	<i>Programming A- Variables in Games</i>	<i>Data and Information- Introduction to Spreadsheets</i>	<i>Creating Media- Web Page Creation</i>	<i>Creating Media- 3D Modelling</i>	<i>Programming B- Sensing Movement (micro:bits)</i>