St Peter's Eaton Square C of E Primary School
Computing Curriculum Overview

IMPLEMENTATION – How We Will Deliver Our Curriculum

Our children are receptive to learning and have great potential and every adult will continue to promote high standards and a true love of learning. Our teachers will always attempt to use local learning opportunities within walking distance from the school (museums and galleries) to provide meaningful enrichment opportunities for the children.

IMPACT – How We Will Evaluate Our Curriculum

Children at St Peter's will develop detailed knowledge and skills across the whole curriculum taught and given regular opportunities to articulate their learning through opportunities for retrieval practice; to showcase that their fluency and mastery is incrementally improving. They will demonstrate a love of learning through pride in all that they do with the ability to persevere when challenges arise. The quality and breadth of work seen in books and learning environments will showcase their learning over time.

Service, hope, love, forgiveness, faith and wisdom will be integral to their values and relationships.

INTENT - Our Curriculum Intent

The curriculum at St Peter's aims to inspire children to learn, celebrating the rich diversity across St Peter's school, church and wider local community. Our curriculum places every child at the centre of learning. We endeavor to nurture our children's individuality, supporting their development of interpersonal skills and resilience to become creative, critical thinkers.

St Peter's curriculum works in parallel with the national curriculum and provides opportunities for all children including those with SEND and aims to break barriers and challenge stereotypes.

We pride ourselves on having a curriculum that gives a voice to all pupils which enables them to build important life skills, knowledge and cultural capital required for successful life opportunities.

St Peter's Computing Curriculum 2023 - 2024

Subject	Autumn Term – 1		Spring Term - 2		Summer Term - 3	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Within EYFS class discussions, the children will carefully consider how to use the technological equipment safely following our school rules and what they should do if they come across something they don't like. Children will also engage in conversations about technology in our world, where they can find it and how they can use it to help them learn and understand about the world. Through play and guided activities, children will learn how to use digital devices to complete learning activities.					
Year 1	Online Safety Digital Citizenship	Computing Systems and Networks - Technology around us	Creating Media - Digital Art	Introduction to Code - Programming animations	Data - Grouping Data	Programming with Code - Moving a Robot
Year 2	Online Safety Digital Citizenship	Computing Systems and Networks - IT around us	Creating Media - Digital Music	Programming Quizzes	Data - Pictograms	Programming with Code - Robot Algorithms
Year 3	Online Safety Digital Citizenship	Computing Systems and Networks - Connecting Computers	Creating Media - Stop Animation	Programming - Events and actions in programs	Data - Branching Databases	Creating Media - Desktop publishing
Year 4	Online Safety Digital Citizenship	Computing systems and networks - The internet	Creating Media - Audio Productions	Programming - Repetition in Shapes	Data - Data Logging	Programming with Code - Repetition in Games
Year 5	Online Safety Digital Citizenship	Computing Systems and Networks - Systems and Searching	Creating Media - Video Production	Programming - Selection in Quizzes	Data - Flat-file Databases	Creating Media - Introduction to Vector Graphics
Year 6	Online Safety Digital Citizenship	Computing Systems and Networks - Communication and Collaboration	Creating Media - Web page Creations	Programming - Variable in Games	Data - Introduction to Spreadsheets	Programming with Code - Sensing Movement