



Christ Church Primary School

Computing Curriculum

Intent: Children should be digitally-safe, digitally-literate and be able to make digital-contributions.

Pupils receive a broad and balanced computing education with a structured, progressive approach to learning how computer systems work, the use of IT and the skills necessary to become digitally literate and participate fully in the modern world.

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1	Computing systems and networks 2: Exploring hardware	Technology around us	Information technology around us	Connecting computers	The internet	Sharing information	Variables in games
Term 2		CS & AL	NW & CS	NW & CS	NW & SS	NW & ET	PG & DD
Term 3	Programming: Programming Bee-Bots	Moving robot	Digital photography	Branching Databases	Audio production	Selection in physical computing	Introduction to Spreadsheets
Term 4		AL & PG	ET & CM	DI & ET	ET & CM	PG & CS	ET & DI
E-safety Week: Est. 5th Feb	Project Evolve Curriculum	Project Evolve Curriculum	Project Evolve Curriculum	Project Evolve Curriculum	Project Evolve Curriculum	Project Evolve Curriculum	Project Evolve Curriculum
Term 5	Data handling: Introduction to data	Grouping Data	Programming quizzes	Events and actions	Repetitions in shapes	Selection in quizzes	3D Modelling
Term 6		DI & AL	PG & DD	PG & DD	AL & PG	AL & PG	ET & CM

Teach Computing Taxonomy Coverage
Key
AL Algorithms
CS Computing systems
CM Creating Media
DI Data and information
DD Design and development
ET Effective use of tools
NW Networks
PG Programming
SS Safety and security
KAPOW Scheme of work