WYBUNBURY DELVES
C of E Primary School

Evaluation should ensure that our curriculum is:

- is broad and balanced, complies with legislation and provides a wide range of subjects, preparing pupils for the opportunities, responsibilities and experiences of later life in modern Britain; inspectors should not expect to see a particular range of subjects but should be alert to any unexplained narrowness in the breadth of curriculum being offered by the school
- actively promotes the fundamental British values of democracy, the rule of law, individual liberty and mutual respect and tolerance of those with different faiths and beliefs
- focuses on the necessary priorities for ensuring that all pupils make excellent progress in reading, writing and mathematics
- promotes high levels of achievement and good behaviour
- links to the school's system of assessment and that together they set out what pupils are expected to know, understand and do, and when
- information about what is taught in the curriculum each year is shared with parents and carers, including by meeting the statutory requirement to make curriculum information available on the school's website
- promotes tolerance of and respect for people of all faiths (or those of no faith), races, genders, ages, disability and sexual orientations (and other groups with protected characteristics44) through the effective spiritual, moral, social and cultural development of pupils, including through the extent to which schools engage their pupils in extra-curricular activity and volunteering within their local community

SUBJECT LEADER: Matt Dale			
SUBJECT: Computing			
Year Group	**Autumn**	**Spring**	**Summer**
Preschool	**<u>Development Matters Statements 22-36 months</u>** • Seeks to acquire basic skills in turning on and operating equipment. • Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car. **<u>Development Matters Statements 30-50 months</u>** •Knows how to operate simple equipment. • Shows an interest in technological toys with knobs or pulleys, or real objects. • Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. • Knows that information can be retrieved from computers. ● **E-Safety Week.** ● **HI-IMPACT sessions**		
Reception	Development matters 40-60 m as starting point for ARE children • Completes a simple program on a computer. • Interacts with age-appropriate computer software. **Early Learning Goal:** **Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.** ● **E-Safety Week.** ● **HI-IMPACT sessions**		
1	Children can link learning from their history topic to create picture boards of trains. Children will save images, add images and text to PicCollages. Children could also present their creations using AirServer. **App: PicCollage**	Use the app, ChatterKid, to create animal fact-file profiles. Children will have to research different animals and have only 30 seconds to record as much information as possible in the form of their talking animated animal. These can be uploaded to Google Drive and saved as QR codes or screenshots can be used for study work **App: ChatterKid**	Children will create their own stories using the app, PuppetPals. Children will add text, images and create their own storylines/plot. These stories can be shared online and screenshots can provide a study work page **App: PuppetPals**
2	Children can create their own superhero-inspired comic books.	Children to research and create their own Google Slide Powerpoint	Children can create their own quizzes/gameshows using the

	Comic books can be print screened or saved to Google Drive to then print/open. **App: Seedling Comic Studio**	Presentation on a topic of their choice (planet, rocket, etc...). Children can save their slides to Google Drive - these can then be shared via link. Teach children to screenshot - save images - add text. Screenshots within study work. **App: Google Slides** **Supporting app: Moon Walk (Augmented Reality)**the first woman in space: Valentina Tereshkova	iPads all around their Roman learning. Children will add soundbites, research answers and play each others quizzes. Quizzes can be uploaded to QuizCloud and played. Screenshots shown within study work as evidence. **App: Quiz Maker**
3	*Children will create their own Ancient Egypt websites using Google Sites* **App/Programme: Google Slides**	*Children will create their own greenscreen news reports using the app DOink.* **App/Programme: DOink**	*Children will use the app StopMotion and DoInk to create stop motion animations of dancing robots.* **App/Programme: stopMotion**
4	Create green screen videos with children to make them appear to fly in the style of Harry Potter **App/Programme: DOink**	Use Decibel 10th to record sound levels around the school. Use the data recorded to create an online graph **App/Programme: Decibel10th**	Use PowerPoint to present a report on Tudor Life. Add sounds as well as images and text. Experiment with animations and slide transitions. **App/Programme: PowerPoint/Google Slides**
5	The children will gather information about the planets using the internet (the children will learn how to analyse the relevance websites and how to navigate websites). They will input this information into an Excel spreadsheet and then learn how to format, sort and present the information. **App/Programme: Excel**	The children will retell a well-known Victorian children's story – *Goldilocks and the Three Bears* – using PowerPoint. This will involve inserting, formatting and editing pictures, and turning pictures into hyperlinks. This will require the children to plan their pathways and code their PowerPoint correctly. The children will also be expected to create a design theme for their PowerPoint. **App/Programme: Google slides/Powerpoint**	During this topic, the children will use Splice App to create a slideshow of images related to the layers of the rainforest. This will involve editing images and creating transitions. The children will then record a voiceover to explain the pictures resulting in the creation of a video slideshow. **App/Programme: Splice**
6	Use Green Screen technology to create a video diary set in London or Weirwold. Children to write their own scripts, direct and film as a group. Use Doink App on ipad and simple green screen cloth. **App/Programme: DoINK**	Digitally record dialogue, edit and add music and sound effects using the Anchor App. Use cut, copy, paste and effects such as amplify, and fade in/fade out **App/Programme: Anchor**	Use Create A Graph to make graphs linked to maths and science, e.g. beats per minute https://goo.gl/Xc eBry **App/Programme: Create a graph**

Coding at Wybunbury...

Pre-School, Reception, Y1	y2	y3	y4	y5	y6
Kindergarten	1st Grade	2nd Grade	3rd Grade	4th Grade	5th Grade
Course A	Course B	Course C	Course D	Course E	Course F
Pre-Reader Express Course		Express Course			

Computing at Wybunbury Delves - KS1

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Coding Evidence within code studio/coding apps
Create and debug simple programs	
Use logical reasoning to predict the behaviour of simple programs	
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Project Evidence saved on the shared drive/study work books
Recognise common uses of information technology beyond school	E-Safety Evidence through website news, research books (if applicable)
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	

Coding	
Project	
E-Safety	

KS2 Computing at Wybunbury Delves

Statement	Evidence
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CodeStudio/Coding apps **Evidence through Codestudio app/website news**
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	E-Safety work throughout the term.
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Research – The use of iPads/Computers as tools to research topic work. Evident within research books.
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	A termly project linked to Study Work. This could be a podcast, stop-motion animation, powerpoints. Etc… **Evidence within the shared class folder.**

Coding 

Research 

E-Safety 

Project work