

ST JOHN OF JERUSALEM COMPUTING OVERVIEW

The curriculum covers the three areas of Computing – Digital Literacy DL, Information Technology IT and Computer Science CS. We undertake a whole school approach to online safety through half termly focuses and national strategies like Safer Internet Day. In KS1 & 2, skills commence with word processing which is built upon in Spring and Summer through projects and blogging, further cementing practise in writing and presentational skills. The curriculum is concluded with coding in the summer term, giving all pupils further opportunities to use skills beyond school using links from school to home.

Term/Year	Autumn 1 & 2	Spring 1 & 2 (DL & CS)	Summer 1 & 2 DL, IT & CS
EYFS	<p>All About Me</p> <p>To be able to use an iPad to take photos of our friends</p> <p>To know that our personal information should not be shared with others so that we are safe online (use story Monkeycow)</p> <p>To be able to play online games on an iPad</p> <p>Transport</p> <p>To be able to use remote-controlled cars</p> <p>To know that our personal information should not be shared with others so that we are safe online (use story Chicken Clicking)</p> <p>To be able to play online games on an iPad</p>	<p>Space</p> <p>To be able to use iPads to record songs or messages to friends</p> <p>To know that we need to ask an adult before clicking on things on the internet (use story Penguin Pig)</p> <p>To be able to play online games on an iPad</p> <p>People Who Help Us</p> <p>To be able to use Walkie Talkies during Emergency Services Role Play</p> <p>To know that we need to ask for help when things happen online rather than try to fix things ourselves (use story Smartie the Penguin)</p> <p>To be able to play online games on an iPad</p>	<p>Plants</p> <p>To be able to use an iPad to take photos of plants around the school grounds</p> <p>To know how to speak to others online to make sure everyone is safe and happy (use story Troll Stinks)</p> <p>To be able to play online games on an iPad</p> <p>Animals</p> <p>To be able to use an iPad to take videos of friends</p> <p>To know that people online may not be what they seem (use CEOP video Lee and Kim)</p> <p>To be able to play online games on an iPad</p> <p>To begin to use Bee Bots</p>
<p>NC 2014 Pupils should be taught to: understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions; 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; recognise common uses of information technology beyond school; use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>			
Year 1 & 2	<p>Online safety Personal information; where to go for help</p> <p>Word Processing skills (DL & IT)</p> <p>Anti-Bullying Week (14.11.22 -18.11.22)</p> <p>To be able to type on a keyboard.</p> <p>To be able to type symbols and save files.</p> <p>To be able to edit text.</p> <p>To be able to use some functions on a keyboard.</p> <p>To be able to select and format text.</p> <p>To be able to format the font.</p>	<p>Online Safety – Safer Internet Day 7th February 2023</p> <p>Word Processing skills & Programming</p> <p>Paint programme – to use software to produce paintings linked to cross curricula topics. Use word processing skills – keyboard functions and formats to create art work. DL, IT,</p>	<p>Online Safety</p> <p>Coding - Using programmable toys and unplugged computing activities to reinforce use of algorithms.</p> <p>To use JIT write to consolidate Word processing, DL, IT skills. Pupils use this platform to begin to communicate respectfully online on a safe blogging platform.</p>

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In lower and upper key stage 2 pupils begin to build upon skills from their prior learning to then use for a given purpose. The skills will be repeatedly practised for mastery and incorporated and supported with cross curricula activities. Pupils build upon using technology beyond school.

NC 2014 Expectations: Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts;
- 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;
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content;
- 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;
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Year 3	Online Safety Word Processing skills 7 (DL & IT) Personal information and making choices/age appropriate Anti-Bullying week – Cyberbullying (14.11.22 -18.11.22) To be able to use basic computer skills. To be able to change the case of text. To be able to align text. To be able to use bullets and numbering. To be able to insert and format text boxes	Online Safety – Safer Internet Day 7th February 2023 Online Searches and Surfers DL, IT & CS Pupils begin to understand what and how the internet works using technology and unplugged activities. Drawing and Desktop Publishing (Digital Art)	Online Safety Coding: Turtle Logo & Lgfl- J2Code Pacman. To explore block coding. To be able to add 'conditionals' to code. To test co-ordinates using "if do else". Catch the Spider - To know how to add a condition to a program.
Year 4	Online Safety Word Processing skills (DL & IT) Personal information/safe search/consent. Permissions. Anti-Bullying Week =Cyberbullying (14.11.22 -18.11.22) To be able to format images for a purpose. To be able to use formatting tools to create an effective layout. To be able to use the spellcheck tool. To be able to insert and format a table in a word processing document. To be able to change a page layout for a purpose. To be able to create hyperlinks within a word/google document	Online Safety– Safer Internet Day 7th February 2023 To be able create cartoon and animation strips using both unplugged and plugged activities. Simulation using software to create flowcharts Introduction to blogging	Online Safety Coding: Turtle Logo & Lgfl- J2Code Explore block coding using Pacman Explore block coding using Pacman. To be able to add 'conditionals' to code. To use co-ordinates including negative numbers to correctly place a sprite. Out of Space co-ordinates - To test co-ordinates using "if do else".

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Year 5	<p>Online Safety Personal information, Anti-Bullying Week – Cyberbullying (14.11.22 -18.11.22)</p> <p>Word Processing skills & (DL & IT) To know what a word processing tool is for. To be able to add and edit images within a document. To be able to use word wrap with images and text. To be able to add features to document to enhance its look and usability. To be able to change the look of a text within a document. To use the sharing capabilities in Google docs. To be able to use tables in Google docs to present information.</p>	<p>Online Safety – Safer Internet Day 7th February 2023</p> <p>Blogging – using J2Write. Pupils consolidate learning and create projects to enhance writing across the curriculum. They self and peer assess learning through blogging. Pupils create some open ended tasks to develop creativity. Pupils practise the skill of staying safe online and using technology respectfully and purposefully.</p>	<p>Online Safety – Focus on Trust</p> <p>Coding: Lgfl- J2Code Perfect Parking To use "if do else" to create a simple game. - To detect and correct errors in their program. To create a set of blocked instructions to create a game. To write a program for younger children that tells a simple story. - To analyse and explain how an existing program works. - To use input from the keyboard or mouse to control part of a program.</p>
Year 6	<p>Online Safety - Personal information/ online identity/risks and what to do Anti-Bullying week – Cyberbullying (14.11.22 -18.11.22)</p> <p>Word Processing skills (DL & IT) To know what a word processing tool is for. To be able to add and edit images within a document. To be able to use word wrap with images and text. To be able to add features to document to enhance its look and usability. To be able to change the look of a text within a document. To use the sharing capabilities in Google docs. To be able to use tables in Google docs to present information.</p>	<p>Online Safety – Body image & Respect – Safer Internet Day 7th February 2023</p> <p>Blogging – using J2Write. Pupils consolidate learning and create projects to enhance writing across the curriculum. They self and peer assess learning through blogging. Pupils create some open ended tasks to develop creativity. Pupils practise the skill of staying safe online and using technology respectfully and purposefully.</p>	<p>Online Safety – Focus on Trust</p> <p>Coding: Lgfl- J2Code To use "if do else" to create a simple game. To detect and correct errors in their program. To create a set of blocked instructions to create a game.</p> <p>Planet game To use variables in the context of a game. - To analyse and explain how an existing program works.</p> <p>Advanced Logo – To write and use simple procedures. To create shapes/objects and patterns.</p>