Healey Primary School

Computing

Intent

Children at Healey will understand what it means to be a good digital citizen and be informed to make good choices about their online behaviour and the treatment of others. Our intent is to educate the children about technology and how this can enhance their learning and daily lives. We will do this by allowing opportunities to investigate and explore the digital world around them. By providing the children with critical analytical skills they will understand how to evaluate information or digital communications to determine what can be trusted, treated with caution or reported to a trusted adult. Our Healey children will be able to confidently utilise digital technology to create and present examples of their learning as well as develop computer science skills such as coding, which will link to their future view of the world.

Implementation

At Healey, all staff will work to the Purple Mash framework which outlines the key skills that are required across each year group. The children's knowledge and skills will develop year on year as the delivery of the curriculum becomes embedded and therefore the scope and scale of the projects delivered will also increase in complexity as they progress through the school. By the time our children reach year 6, they will be able to create their own digital games by using the skills and knowledge gained over the course of their time in the school. In addition to this, technology will be used as an enabler to deliver core curriculum content in an engaging and meaningful way and create links between home and school learning. These programs include TT Rockstars, Numbots, Mathletics, Rising Stars and Spelling Shed.

Impact

The children of Healey have a wealth of digital knowledge and will be critical thinkers when it comes to digital content and be able to evaluate benefits and risks associated with online behaviour. They will draw the links between the online and offline world and how they are integrated and therefore their behaviour online needs to have the same checks in place as if they were offline, linking with concepts such as 'stranger danger'. Children develop computing science skills that are, at a minimum, in line with expectations of the National Curriculum and in many cases exceeding what is expected for their age group in order to best prepare them for the digital world of the future. Also, children will find computing a fun and engaging subject that they want to explore safely and independently.

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

Year 1

Unit 1.1 **Online Safety & Exploring Purple Mash** **Number of lessons** – 4 **Programs** – Various	**Unit 1.2** **Grouping & Sorting** **Number of lessons** – 2 **Programs** – 2DIY	**Unit 1.3** **Pictograms** **Number of lessons** – 3 **Programs** – 2Count
Unit 1.4 **Lego Builders** **Number of lessons** – 3 **Programs** – 2DIY	**Unit 1.5** **Maze Explorers** **Number of lessons** – 3 **Programs** – 2Go	**Unit 1.6** **Animated Story Books** **Number of lessons** – 5 **Programs** – 2Create A Story
Unit 1.7 **Coding** **Number of lessons** – 6 **Programs** – 2Code	**Unit 1.8** **Spreadsheets** **Number of lessons** – 3 **Programs** – 2Calculate	**Unit 1.9** **Technology outside school** **Number of lessons** – 2 **Programs** – Various

Year 2

Unit 2.1 **Coding** Number of lessons – 6 **Programs** – 2Code	**Unit 2.2** **Online Safety** Number of lessons – 3 **Programs** – Various	**Unit 2.3** **Spreadsheets** Number of lessons – 4 **Programs** – 2Calculate
Unit 2.4 **Questioning** Number of lessons – 5 **Programs** – 2Question, 2Investigate	**Unit 2.5** **Effective Searching** Number of lessons – 3 **Programs** – Browser	**Unit 2.6** **Creating Pictures** Number of lessons – 5 **Programs** – 2PaintAPicture
Unit 2.7 **Making Music** Number of lessons – 3 **Programs** – 2Sequence	**Unit 2.8** **Presenting Ideas** Number of lessons – 4 **Programs** – Various	

Year 3

Unit 3.1 **Coding** **Number of lessons** – 6 **Main Programs** – 2Code	**Unit 3.2** **Online safety** **Number of lessons** – 3 **Programs** – Various	**Unit 3.3** **Spreadsheets** **Number of lessons** – 3* **Programs** – 2Calculate
Unit 3.4 **Touch Typing** **Number of lessons** – 4 **Programs** – 2Type	**Unit 3.5** **Email** (including email safety) **Number of lessons** – 6 **Programs** – 2Email, 2Connect, 2DIY	**Unit 3.6** **Branching Databases** **Number of lessons** – 4 **Programs** – 2Question
Unit 3.7 **Simulations** **Number of lessons** – 3 **Programs** – 2Simulate, 2Publish	**Unit 3.8** **Graphing** **Number of lessons** – 2 **Programs** – 2Graph	**Unit 3.9** **Presenting (with Microsoft PowerPoint or Google Slides)** **Number of Lessons** – 5 or 6 (version dependent) **Main Program** – MS PowerPoint or Google Slides

Year 4

Unit 4.1 **Coding** **Number of lessons** – 6 **Main Programs** – 2Code	**Unit 4.2** **Online safety** **Number of lessons** – 4 **Programs** – Various	**Unit 4.3** **Spreadsheets** **Number of lessons** – 6 **Programs** – 2Calculate
Unit 4.4 **Writing for different audiences** **Number of lessons** – 5 **Programs** – 2Email, 2Connect, 2DIY	**Unit 4.5** **Logo** **Number of lessons** – 4 **Programs** – Logo	**Unit 4.6** **Animation** **Number of lessons** – 3 **Programs** – 2Animate
Unit 4.7 **Effective Search** **Number of lessons** – 3 **Programs** – Browser	**Unit 4.8** **Hardware Investigators** **Number of lessons** – 2	**Unit 4.9** **Making Music** **Number of Lessons** – 4 **Main Program** – Busy Beats

Year 5

Unit 5.1 **Coding** Number of lessons – 6 Main Programs – 2Code	**Unit 5.2** **Online safety** Number of lessons – 3 Programs - Various	**Unit 5.3** **Spreadsheets** Number of lessons – 6 Programs – 2Calculate
Unit 5.4 **Databases** Number of lessons – 4 Programs – 2Question, 2Investigate	**Unit 5.5** **Game Creator** Number of lessons – 5 Programs – 2DIY 3D	**Unit 5.6** **3D Modelling** Number of lessons – 4 Programs – 2Design and Make
Unit 5.7 **Concept Maps** Number of lessons – 4 Programs – 2Connect	**Unit 5.8** **Word processing (with Microsoft Word or Google Docs)** Number of Lessons – 8 Main program – MS Word or Google Docs	

Year 6

Unit 6.1 **Coding** Number of lessons – 6 Main Programs – 2Code	**Unit 6.2** **Online safety** Number of lessons – 2 Programs - Various	**Unit 6.3** **Spreadsheets** Number of lessons – 5 Programs – 2Calculate
Unit 6.4 **Blogging** Number of lessons – 4 Programs – 2Blog	**Unit 6.5** **Text Adventures** Number of lessons – 5 Programs – 2Code, 2Connect	**Unit 6.6** **Networks** Number of lessons – 3
Unit 6.7 **Quizzing** Number of lessons – 6 Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate	**Unit 6.8** **Understanding Binary** Number of Lessons – 4 Main Program – 2Code	**Unit 6.9** **Spreadsheets (with Microsoft Excel or Google Sheets)** Number of Lessons – 8 Main program – MS Excel or Google Sheets