St Joseph's Computing Curriculum Overview 2022-2023

EYFS

From the moment our pupils enter the EYFS setting they have the opportunity to use a range of technology, from using iPads to record their work, to scanning QR codes to listen to stories in a range of languages. The pupils in EYFS also have access to talking clipboards, and talking story books which enable them to listen to instructions from the teacher, as well as recording their own ideas/ stories to aid with sentence writing. We also provide pupils with defunct IT equipment to encourage them to construct their own imaginative role-play scenarios. Pupils in EYFS are also given the opportunity to use remote control toys, and programmable toys to enhance multiple areas of the curriculum. Through exposing pupils in EYFS to a range of digital technology, we are ensuring they understand the world around them whilst ensuring that they are building skills to aid them in key stage learning.

Areas of Learning		What do we offer
Communication and Language	Reading frequently to children, and engaging them actively in stories, non-fiction, rhymes and poems, and then providing them with extensive opportunities to use and embed new words in a range of contexts, will give children the opportunity to thrive	- Talking button. - Common Sense Media - how to stay safe. - Reminders before using technology of what to do if they feel uncomfortable. - Digiduck/WiseOwl (childnet) stories. - LED writing boards
Personal, Social and Emotional Development	Children should have confidence in their own abilities, to persist and wait for what they want and direct attention as necessary.	- BeeBots, - Cars, - Common Sense Media - Digiduck/WiseOwl (childnet) stories.
Physical Development	Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being. Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy.	- BeeBots, - Cars, - interactive boards - games, dancing

Literacy	Writing involves transcription (spelling and handwriting) and composition (articulating ideas and structuring them in speech, before writing).	• Talking clips, • sound buttons, • talking story books, • Digiduck/WiseOwl (childnet) stories.
Mathematics	It is important that children develop positive attitudes and interests in mathematics, look for patterns and relationships, spot connections, 'have a go', talk to adults and peers about what they notice and not be afraid to make mistakes.	• Beebots - early coding, • Remote control cars,
Understanding the World	Understanding the world involves guiding children to make sense of their physical world and their community.	• Camera, tablet, VR set • Beebots, Codapillars, Probots, remote control cars (nursery) • Defunct video camera, digital camera, computer, keyboard and mouse, metal detectors, headphones, phones.
Expressive Arts and Design	It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts.	• Busy Things • iPads, general use & taking photos • QR code book to access - Busythings, Phonics Play & Top Marks. • Lightboard - changing, mixing and exploring colours

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Digital Literacy - Pause and Think online (Common Sense Media) DL - Technology around us		Digital Literacy - Media Balance is Important (Common Sense Media)		Digital Literacy - Safety in my Online Neighborhood. Be a Super Digital Citizen (Common Sense Media)	
	IT - Digital Painting and Writing (Busy Things)	IT - Digital Painting and Writing (Busy Things)	IT - Digital Writing and Editing (Busy Things & JIT)	IT - Digital Writing and Editing (Busy Things & JIT)	IT - Digital Writing and Data (Busy Things & JIT)	IT - Digital Writing and Data (Busy Things & JIT)
		Computer Science - The Hour of Code		Computer Science - Beebot Tinkering (Barefoot)		Computer Science - Busy Things (Early Code)
Year 2	Digital Literacy - How technology Makes You Feel (Common Sense Media) Digital Literacy - The Different Uses of Computers (AUP agreement covered on PSHE)		Digital Literacy - Pause for People (Common Sense Media)		Digital Literacy - Internet Traffic Light. Be a Super Digital Citizen (Common Sense Media)	
	IT - Digital Photography		IT - Digital Writing & Typing skills (J2Write; storyboard)		IT - Data - Pictograms (J2Data)	IT - Data - Pictograms (J2Data)

		Computer Science - JIT Turtle - robot Algorithms		Computer Science - Scratch Junior		Computer Science - Scratch Jr - knock Knock Joke (Barefoot)
Year 3	Digital Literacy - Device Free moments (Common Sense Media)		Digital Literacy - Putting a STOP to Online Meanness (Common Sense Media)		Digital Literacy - That's Private! Be a Super Digital Citizen (Common Sense Media)	
	IT - Connecting Computers. Google Classroom - google docs/typing skills	IT - Connecting Computers. Google Classroom - google docs/typing skills	IT - Animation (J2Animate)		IT - Data & Information - branching databases. Creating Media (publishing & Blogging)	
				Computer Science - Scratch - getting started (project editors)		Computer Science - Scratch - Sequencing and Animations
Year 4	Digital Literacy - Your Rings of responsibility (Common Sense Media)		Digital Literacy - The Power of Words. Be a Super Digital Citizen (Common Sense Media)		Digital Literacy - Password Power-Up. Be a Super Digital Citizen (Common Sense Media)	
	IT - Computing Systems and	IT - Creating Media - (Google Slides)	IT - Creating Media - Audio Editing		IT - Data Logging using Data Loggers	

Networks - The Internet	IT - Creating Media - Audio Editing				
			Computer Science - Scratch Animations - Multiple Sequencing Scratch Scene-Dialogue		Computer Science - Repetition Scratch Shapes
Year 5 Digital Literacy - my Media Choices (Common Sense Media)		Digital Literacy - Be a Super Digital Citizen (Common Sense Media)		Digital Literacy - Private and Personal Information. Be a Super Digital Citizen (Common Sense Media	
IT - History of Computing	IT - iMovie - camera, angles, frames & editing - green screen	IT - Data Sorting & Ordering	IT - Vector Drawing	IT - Vector Drawing	IT - Dragons' Den - plan, collaborate, present
			Computer Science - Selection Scratch Quiz		Computer Science - using Logical Reasoning / Variables. Everyday Variables
Year 6 Digital Literacy - Finding My Media Balance		Digital Literacy - Is it Cyberbullying? (Common Sense Media)		Digital Literacy - We Won't Believe this! Be a Super Digital	

(Common Sense Media)				Citizen (Common Sense Media)	
IT - Computing Systems & Networks	IT - Google Sites		IT - 3D Modelling	IT - Data & information (excel & sheets)	
		Computer Science - intro to Python (Code Combat)			Computer Science - sensing Micro:Bit