Computing Overview

At Smithdown Primary, we believe the use of information and communication technology is an integral part of the National Curriculum, a key skill for everyday life and vital for a successful future for our children. At Smithdown, it is paramount that children are confident users of technology, including the internet, whilst exploring it safely. As a school, we have a duty to safeguard and promote the welfare of our children which includes online safety.

In Key Stage 2, the majority of the computing curriculum is delivered by Mr P. Triggs. The class teacher supports him and works alongside him to deliver a highly ambitious computing curriculum.

	Autumn	Spring	Summer
Year 1	**What is a computer?** Digital literacy and IT	**Beebot** Coding	**Online safety** Digital literacy
	2 create a picture **Digital literacy**		
Year 2	PSHE pic collages Digital literacy and IT	**Data handling whatever the weather** Digital literacy and IT	**2 simple and scratch junior coding**
	Space explorers Powerpoint Digital literacy and IT		
Year 3	**Archaeologists** Networking using Minecraft	**Game Designers** Computer Science - Coding Using Kodu	
		Game Designers Computer Science - Coding Challenge using Scratch	**Digital Programmers** Computer Science – Using a Microbit to Code
Year 4	**Robotics** Computer Science - Coding Spheros		**Robotics** Computer Science - Coding VEX Robotics

	Architecture Computer Aided Design – Orthographic Projections & 3D Modelling	**App Developers** Digital Literacy & Computer Science – Developing an App	
Year 5		**F1 Challenge** Computer Aided Design – Car Design Computer Aided Design - Logos	**Website Design** Computer Science - Coding a website using HTML Coding
	F1 Challenge Computer Science – Coding Digital Literacy - Powerpoints		**F1 Challenge** Computer Aided Manufacturing– Car building using 3D printing and CNC Cutters
Year 6		**App Developers** Digital Literacy & Computer Science – Developing an App with Multimedia	**Digital Programmers** Computer Aided Design & Computer Science – Using a Crumble to make a Interactive Display
	Architecture Computer Aided Design – Measurements with Greek Temples and Columns		**Python** Computer Science – Coding Using Line based coding