



Sacred Heart Catholic Primary School
Learning Challenge Curriculum Whole School Overview: Computing



The National Curriculum for computing aims to ensure that all pupils:

- Can understand and apply the fundamental principles of computer science, including logic, algorithms, data representation, and communication
- Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- Are responsible, competent, confident and creative users of information and communication technology.

The Early Learning Goals (Nursery and Reception) aim to ensure that children:

- recognise that a range of technology is used in places such as homes and schools
- can select and use technology for particular purposes.

Nursery	Tizzy's Busy Week, Tizzy's Toy Box, Number Run,
Reception	Mouse Skills/Dexterity 2Simple, Colour Magic Programming and Control Simple City (Park, Logo) Using Technology 2Create a Story
Year 1	E-Safety Smartie Penguin Using Technology Tizzy's Busy Week, 2Simple 2Type, Publisher. Modelling/Simulation Colour Magic, Dress Bo Bear, Simple City Programming and Control BeeBots, Teddy Bear's Picnic, 2Control, Tizzy's First Tools Using the Internet Big Bus, CBBC, Simple City Using Data – Venn & Carroll Diagrams, Pictograms 2Count, Tizzy's First Tools Digital Media 2Simple 2Explore/2Beat, Big Bus Firework Display Creating & Publishing 2Simple, Tizzy's First Tools
Year 2	E Safety Lee and Kim Using Technology 2Simple 2Type Creating and Publishing Publisher, 2Publish, 2 Create a Story Coding 2Code Using Data – Pictograms & Pie Charts 2Graph, Tizzy's First Tools, Ask Oscar Using Technology Millipedia & websites Modelling and Simulations Charlie Chimp's Big Party
Year 3	E-Safety Lee and Kim Communicating and Collaborating online Email Detectives, live email, emailing Santa Digital Media Compose World Junior, Digital Artefacts Coding 2Code Introduction to Databases 2Investigate, Information Magic Modelling and Simulations Badger Trails; Model Shop Programming & Control 2DIY
Year 4	E-Safety Captain Kara and the SMART crew Digital Media Manipulating Images Using Technology Dance Mat Typing, 2Type Programming & Control MSW Logo Make Christmas Card MashCam & Publisher Coding 2Code Digital Media 2Animate then Pivot Stickman Using Data Information Magic & Softease Branch Digital Media Cameras, videos, microphones
Year 5	E-Safety Amber's Story, Think you Know Creating and Publishing Greeks Publisher, PowerPoint Graphical Modelling, Animation Publisher, Frames Using Data – Spreadsheets Excel Using Data – Databases Information Magic, Excel Programming & Control Scratch, Kodu
Year 6	E-Safety Raz's Story, Think-U-Know Programming & Control Scratch Creating and Publishing Online PowerPoint Animation, control, game making Frames, Scratch Coding 2Code Using Technology/Creating and Publishing Multimedia