Computing

The Computing curriculum contains subject-specific knowledge and skills and is taught by balancing between both discrete Computing lessons and cross-curricular lessons that link with other subjects. With every lesson, pupils should be given opportunities to experiment and explore within different software and apps to become more fluent and develop the lifelong ability to learn by themselves.

Taught Throughout All Computing

Substantive Computing Knowledge (Knowledge of a range of software, hardware and systems)	Subject Specific Vocabulary

Three Elements of Computing

Coding and Logical Thinking	Creating and Communicating	Online Safety
Children show understanding of computational thinking and coding concepts by tinkering with a range of apps and software to solve problems and code for a purpose. Pupils need time to apply what they have learned and explore further.	Children show understanding of their communication and creation skills by using a variety of software and apps to create, edit and present a piece of work, including images and Office documents, to a real audience. They learn to navigate a computer and tablet.	Children show understanding of online safety when they come together to discuss ways to solve problems that may arise in their personal lives. Online safety is taught through discrete computing lessons, PSHE lessons and in assemblies.

Coding and Logical Thinking	Creating and Communicating	Online Safety
• Sequencing • Logical Reasoning • Pattern Spotting • Decomposition • Debugging • Evaluating • Tinkering	• Navigating (including researching) • Word Processing and Presenting • Data Handling • Creating Images, Film and Sound • Evaluating	• Privacy and Security • Online Bullying, Relationships and Well-Being • Digital Footprint and Reputation • Creative Credit, Copyright and Quality