



# Salford Priors Church of England Academy



## Computing Curriculum

### Our curriculum drivers – Christian Values and Learning Qualities

FAITH	HOPE	COURAGE	FORGIVENESS	PEACE	GENEROSITY
Resilience	Curiosity / Determination	Curiosity / Determination	Respect / Responsibility	Respect / Responsibility	Resourcefulness

*'Rooted in love and faith – Growing in hope and courage – Thriving in light and harmony'*

Rooted	Growing	Thriving
To provide a curriculum rooted in equipping all children with the computing knowledge and skills to succeed in the next stage of their learning.	To ensure children grow in computing knowledge and conceptual understanding so that they can use IT skills to maximum effect and with safety foremost.	To ensure children thrive in computing skills through a culture of high expectations where children are building resilience, questioning with curiosity and developing determination.

The Department for Education says, 'Digital technology is driving extraordinary global changes that some are calling the Fourth Industrial Revolution. Navigating these changes effectively and safely requires a significant understanding of digital literacy, information technology and computer science. This knowledge is also crucial if business, industry and individuals are to exploit the opportunities offered by this revolution.'

At Salford Priors C of E Academy, we want pupils to be independent, forward thinkers of technology and not passive learners. Technology is ubiquitous and will play a pivotal role shaping and influencing pupils' lives. The National Curriculum states that, 'a high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world.'

Therefore, we aim to model and educate our pupils on how to use technology and give them the foundation they will need to thrive in an increasingly interconnected, digital world. When teaching computing, we equip children with the skills required to use computers effectively to enable them to maximise their potential both now and at the next stages of their educational journeys. Across the school, we use the Purple Mash scheme of work that promotes resilience, independence, critical thinking, communication skills and problem solving. Our curriculum is matched carefully to the objectives of the National Curriculum, although we see this as a minimum expectation, particularly as this aspect of the curriculum and the wider digital world evolves so quickly. We deliver a broad computing curriculum which develops sequentially through each of the three strands: computer science, information technology and digital literacy, including staying safe online.

### Long-Term Planning Cycles

NB. Our computing curriculum units vary in length. Although they will be followed in sequence, they do not fit exactly into terms and so may differ slightly from the table below. Units are colour-coded in line with the three strands which make up our computing curriculum.

Computer Science	Information Technology	Digital Literacy
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	Autumn	Spring	Summer
EYFS	Mini Mash	Mini Mash	Mini Mash

		Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
KS1 Year 1 and 2	Cycle A	Unit 1.1 Online Safety and Exploring Purple Mash (4 lessons)	Unit 1.4 Lego Builders (3 lessons)	Unit 1.2 Grouping and Sorting (2 lessons)	Unit 1.8 Spreadsheet (3 lessons)	Unit 1.7 Coding (6 lessons)	Unit 2.1 Coding (5 lessons)
		Unit 2.5 Effective Searching (3 lessons)	Unit 1.9 Technology outside school (2 lessons)	Unit 2.6 Creating Pictures (5 lessons)			
	Cycle B	Unit 1.1 Online Safety and Exploring Purple Mash (4 lessons)	Unit 2.4 Questioning (5 lessons)	Unit 2.2 Online Safety (3 lessons)	Unit 1.6  Animated Story Books (5 lessons)	Unit 2.7 Making Music (3 lessons)	Unit 1.3 Pictograms (3 lessons)
		Unit 1.5 Maze Explorers (3 lessons)				Unit 2.3 Spreadsheets (4 lessons)	Unit 2.8 Presenting Ideas (4 lessons)

		Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
LKS2 Year 3 and 4	Cycle A	Coding (6 lessons)	Unit 3.2 Online Safety (3 lessons)	Unit 3.4 Touch Typing (4 lessons)	Unit 3.5 Email (including email safety) (6 lessons)	Unit 3.6 Branching Databases (4 lessons)	Unit 3.7 Simulations (3 lessons)
			Unit 3.3 Spreadsheets (3 lessons)				Unit 3.8 Graphing (2 lessons)
	Cycle B	Coding (6 lessons)	Unit 4.2 Online Safety (4 lessons)	Unit 4.3  Spreadsheets (6 lessons)	Unit 4.4 Writing for different audiences (5 lessons)	Unit 4.5 Logo (4 lessons)	Unit 4.7 Effective Search (3 lessons)
						Unit 4.6 Animations (3 lessons)	Unit 4.8 Hardware Investigations (2 lessons)

		Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
UKS2 Year 5 and 6	Cycle A	Coding (6 lessons)	Unit 5.2 Online Safety (3 lessons)	Unit 5.4 Databases (4 lessons)	Unit 5.5 Game Creator (5 lessons)	Unit 5.6 3D Modelling (4 lessons)	Unit 5.7 Concept Maps (4 lessons)
			Unit 5.3 Spreadsheets (6 weeks)				
	Cycle B	Coding (6 lessons)	Unit 6.2 Online Safety (2 lessons)	Unit 6.4 Blogging (4 Lessons)	Unit 6.5 Text Adventures (5 lessons)	Unit 6.6 Networks (3 lessons)	Unit 6.7 Quizzing (6 lessons)
			Unit 6.3 Spreadsheets (5 lessons)				

