Computing

Technology enables us to code, create and connect.

The Elements of Computing

Computational Thinking & Coding	Creating and Communicating	Online Safety

Knowledge and Understanding

Substantive Computing Knowledge (The apps, software, hardware, systems, services, networks used)	Topic Specific Vocabulary (The language and terminology for each Element of Computing)

Tinkering	**Presenting and Evaluating**	**Evaluating and Making Choices**
Children show understanding of computational thinking and coding concepts when they get to tinker with programming software and robotics. Pupils have time to apply what they have learned in opened exploration with Swift based code and/or robotics play.	Children show understanding of their communication and creation skills by using word processing , presentation tools and data handling software to communicate their ideas with a real audience. They evaluate how effective their communication has been with their audience.	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 in the first lesson of half term but also through other subject areas, such as PSHE and RSE. Whole school online safety assemblies are planned by the Computing Leader at the end of each half term.

Skills

Everyone Can Code Curriculum	Create and Communicate Curriculum	Online Safety Curriculum
Computational Thinking Skills: Logical Reasoning Pattern Spotting Decomposition Debugging Evaluating Tinkering **Coding Skills:** Sequencing Iteration Event Handling Conditional Statements Variables	Saving and Retrieving Typing, Touch Gestures and Mouse Skills Research Image Video Sound Data Handling Presenting Information Evaluating Digital Work	Privacy and Security Online Bullying, Relationships and Well-Being Digital Footprint and Reputation Creative Credit, Copyright and Quality