

## The Computing Curriculum at Hunsley Primary

Our computing curriculum aims to give our children a firm foundation of understanding of key computing knowledge and skills. They will understand how to be online safely and learn different ways to communicate, analyse and present information, produce artwork, make music and create their own programs. They will have the necessary skills, when they leave us in Year 6, to progress in a continually technologically advancing world. Our curriculum gives them a range of opportunities to try things out, solve problems and learn from their own mistakes in a safe, stimulating environment. Children will be able to use their skills in maths, art, English and music to help them in their computing learning. They will also be able to take their computing skills into other lessons too, for example producing a presentation in geography, or a quiz in history. They will use their online searching skills across all areas of the curriculum. Our curriculum helps children identify the positive and negative influences of technology on health and the environment and make informed decisions about their use.

Children experience and discuss technology, using iPads and Purple Mash apps and resources to enhance the EYFS curriculum in Reception, and be taught using the Purple Mash computing scheme detailed below for Years 1-6:

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	Children explore ELG's through Purple Mash apps and activities. They develop their familiarity with Purple Mash and using an iPad. They show an awareness of different types of technology and their purposes both in school and at home. They talk about how to stay safe when using these.	<b>Unit 1.1 Online Safety and Exploring Purple Mash</b> Focus: Communications and networks/E safety <b>Unit 1.2 Grouping and Sorting</b> Focus: Coding and Computation Thinking <b>Unit 1.3 Pictograms</b> Focus: Databases and Graphing	<b>Unit 2.1 Coding</b> Focus: Coding and Computational Thinking <b>Unit 2.2 Online Safety</b> Focus: E-Safety <b>Unit 2.3 Spreadsheets</b> Focus: Spreadsheets <b>Unit 2.4 Questioning</b> Focus: Database and Graphing	<b>Unit 3.1 Coding</b> Focus: Coding and Computation Thinking <b>Unit 3.2 Online Safety</b> Focus: E-Safety <b>Unit 3.3 Spreadsheets</b> Focus: Spreadsheets	<b>Unit 4.1 Coding</b> Focus: Coding and Computation Thinking <b>Unit 4.2 Online Safety</b> Focus: E-Safety <b>Unit 4.3 Spreadsheets</b> Focus: Spreadsheets	<b>Unit 5.1 Coding</b> Focus: Coding and Computational Thinking <b>Unit 5.2 Online Safety</b> Focus: E-Safety <b>Unit 5.3 Spreadsheet</b> Focus: Spreadsheets	<b>Unit 6.1 Coding</b> Focus: Coding and Computational Thinking <b>Unit 6.2 Online Safety</b> Focus: E-Safety
Spring		<b>Unit 1.4 Lego Builders</b> Focus: Coding and Computational Thinking <b>Unit 1.5 Maze Explorers</b> Focus: Coding and Computation Thinking <b>Unit 1.6 Animated Story Books</b> Focus: Art and Design	<b>Unit 2.4 Questioning cont.</b> Focus: Database and Graphing <b>Unit 2.5 Effective Searching</b> Focus: Esafety <b>Unit 2.6 Creating Pictures</b> Focus: Art and Design	<b>Unit 3.3 Spreadsheet cont.</b> Focus: Spreadsheets <b>Unit 3.4 Touch Typing</b> Focus: Writing and Presenting <b>Unit 3.5 Email (including email safety)</b> Focus: Esafety <b>Unit 3.6 Branching Databases</b> Focus: Databases and Graphing	<b>Unit 4.3 Spreadsheets cont.</b> Focus: Spreadsheets <b>Unit 4.4 Writing for different audiences</b> Focus: Writing and Presenting <b>Unit 4.5 Logo</b> Focus: Coding and Computational Thinking	<b>Unit 5.4 Database</b> Focus: Database and Graphing <b>Unit 5.5 Game Creator</b> Focus: Art and Design	<b>Unit 6.3 Spreadsheet</b> Focus: Spreadsheet <b>Unit 6.4 Blogging</b> Focus: Writing and Presenting
Summer		<b>Unit 1.7 Coding</b> Focus: Coding and Computational Thinking <b>Unit 1.8 Spreadsheets</b> Focus: Spreadsheets <b>Unit 1.9 Technology outside school</b> Focus: Communication and Networks	<b>Unit 2.7 Making Music</b> Focus: Music <b>Unit 2.8 Presenting Ideas</b> Focus: Writing and Presenting	<b>Unit 3.6 Branching Databases cont.</b> Focus: Databases and Graphing <b>Unit 3.7 Simulations</b> Focus: Communications and Networks <b>Unit 3.8 Graphing</b> Focus: Databases and Graphing	<b>Unit 4.5 Logo cont.</b> Focus: Coding and Computational Thinking <b>Unit 4.6 Animation</b> Focus: Art and Design <b>Unit 4.7 Effective Search</b> Focus: Esafety <b>Unit 4.8 Hardware Investigators</b> Focus: Communication and Networks	<b>Unit 5.6 3D Modelling</b> Focus: Art and Design <b>Unit 5.7 Concept Maps</b> Focus: Writing and Presenting	<b>Unit 6.5 Text Adventures</b> Focus: Coding and Computational Thinking <b>Unit 6.6 Networks</b> Focus: Communications and Network <b>Unit 6.7 Quizzing</b> Focus: Writing and Presenting

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## STAYING SAFE ONLINE

HUNSLEY PRIMARY SAFE APPS

A

**Ask** Always ask before you use an electronic device and use it where an **Adult** is nearby

P

**Personal Information** This is **Private** and shouldn't be shared with people you don't know  
Your full name, address, school, phone number and places you like to go.

P

**Photos** These are for your family and friends. Never send a photo of yourself without checking with your **Parents**

S

**Say Something** If something doesn't seem right, don't switch off - **Shout out!** Let the adult decide what to do

### Key Threshold Concepts

- Our children know how to keep themselves safe online. They also have a clear knowledge of acceptable online behaviour.
- Our children know how to search for information, use web browsers and find information online.
- Our children can use technology for many purposes: drawing graphs, analysing information, producing artwork, presenting information, communicating and making music.
- Our children have an understanding of basic programming and use design to devise their own programs. They can turn a more complex programming task into an algorithm by identifying the important aspects of the task and then decompose them in a logical way using their knowledge of possible coding structures. They test and debug a program as they go and can use logical methods to identify the approximate cause of any bugs.
- Our children know what a database is and how this can be used. They can use spreadsheets to organise and present information.
- Our children understand how a blog can be used as an informative text and its key features.
- Our children know how to send and receive emails. They can add an attachment to an email. They know how to do this safely.