Curriculum Intent and Breadth- Computing

Computing Intent

At Brook, our computing program will equip pupils to use computational thinking, creativity and knowledge of computer systems to ensure they are digitally literate and are able to express themselves and develop their ideas through information and communication technology.

Purpose of study A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

	Autumn Term 2022		Spring Term 2023		Summer Term 2023	
	1st Half	2nd Half	1st Half	2nd Half	1st Half	2nd Half
Year 1	**Using the internet** Esafety Logging on	**Computer Science** BeeBots	**Digital Content** Word Processing	**Digital Content** Tech outside of school PM 1.9 Pictograms PM 2.3	**Computer Science** Coding PM1.7 Code blocks/ instructions	**Digital Media** Photography
Year 2	**Using the internet** Esafety Simple searches Digital footprints	**Computer Science** Coding PM 2.1 Algorithms	**Digital Content** Powerpoint	**Digital Content** Questioning PM2.4 Pictograms & databases	**Computer Science** Coding	**Digital Media** TC - Creating media – Digital photography
Year 3	**Using the internet** Esafety Email	**Computer Science** Coding PM 3.1 Flowcharts/ debugging	**Digital Content** Word Processing	**Digital Content** Spreadsheets PM 3.3	**Computer Science** Simulations PM3.7	**Digital Media** Stop-frame animation ET, CM
Year 4	**Using the internet** Esafety Office 365/ Google Suite/ cloud	**Computer Science** Coding PM 4.1 IF/ELSE statements	**Digital Content** Powerpoint	**Digital Content** Databases PM 5.4	**Computer Science** Coding 2Logo PM 4.5	**Digital Media** Making music – Garage band
Year 5	**Using the internet** Esafety Search Engines One Drive	**Computer Science** Coding PM 5.1 Algorithms/ simulations	**Digital Content** Word Processing	**Digital Content** Spreadsheets - Excel	**Computer Science** Game Creator PM 5.5	**Digital Media** Video production CM, DD
Year 6	**Using the internet** Esafety/ Blogging/ Wiki Pages	**Computer Science** Coding PM 6.1 Functions/ control simulations	**Digital Content** Powerpoint	**Digital Content** Quizzing – PM6.7 & Google forms	**Computer Science** Scratch Coding a game	**Digital Media** Stop animation