

Computing Intent

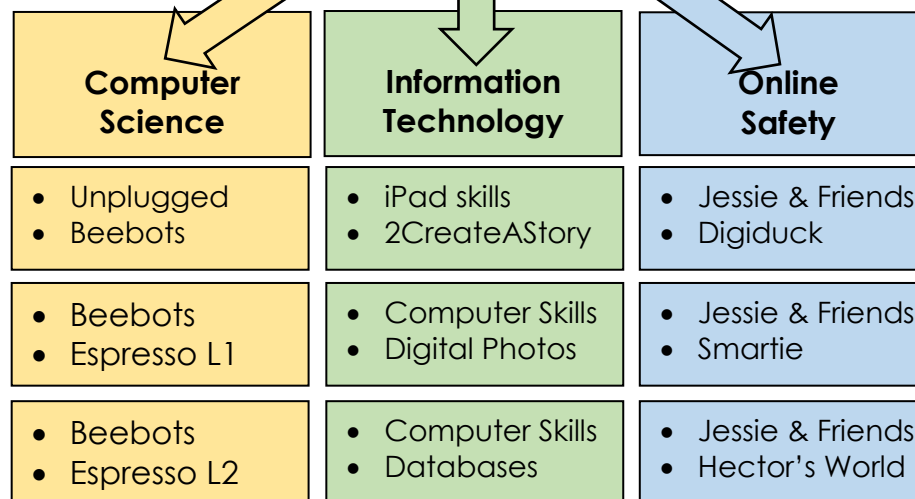
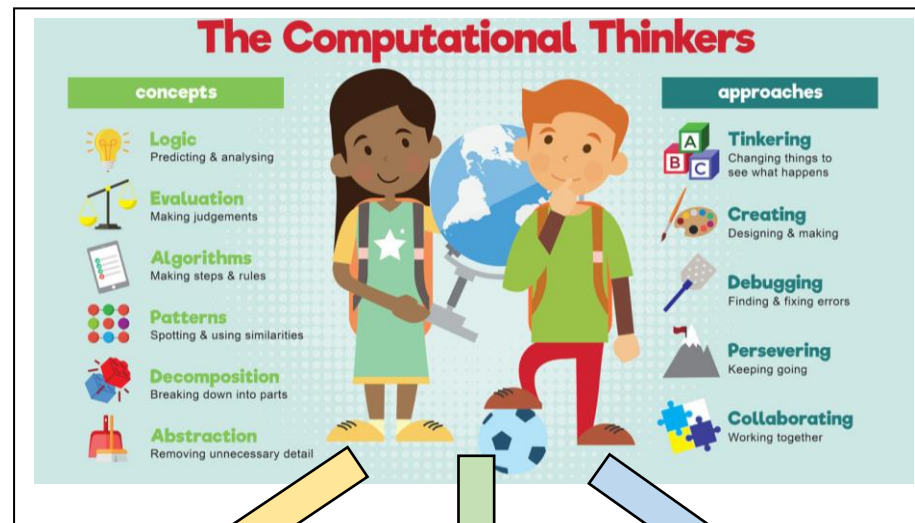
At North Baddesley Infant School, we aim to provide a high-quality computing education designed to equip pupils with a broad skillset and knowledge to understand the world, at a level suitable for the future workplace and as active participants in a digitally-evolving world.

Our computing curriculum is designed to give children a rich foundation in a wide variety of concepts and approaches, fostering **computational thinkers** able to apply their knowledge in the three key aspects of computing and more generally in the wider world.

Through work in the aspect of **computer science**, we aim to give children the foundations in the underlying principles of how things work.

Through work in the aspect of **information technology**, we aim to foster children who are proficient at using a range of technological resources, including iPads, laptops to apply their knowledge of programming to create a range of technological resources.

Through work in the aspect of **online safety**, we aim to enable children to appreciate and understand of the wonders and dangers of our increasingly-technological world, with a particular focus on strategies to keep themselves safe online.



Content – Early Years

The Educational Programmes of the EYFS Framework refers to activities and experiences for children that "foster their understanding of our culturally, socially, technologically and ecologically diverse world."

In order to do this, we have enveloped the three aspects of the KS1 curriculum into the Early Years. These are experiences or units of work that are designed to expose children to the key principles of each aspect, thereby preparing pupils for learning in Years 1 and 2.

Content – KS1

Online Safety:
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content on the internet or other online technologies

Computer Science:
Understand what algorithms are; how they are implemented as programs on digital devices; and that they execute by following instructions; create and debug simple programs; use logical reasoning to predict the behaviour of simple programs

Information Technology:
Use technology purposefully to create, organise, store, manipulate and retrieve digital content

YG	Curriculum Aspect	Unit Name	Term Covered
Year R	Online Safety	Jessie & Friends	Autumn 1
	Computer Science	Unplugged Computing	Autumn 2
	Information Technology	iPad Skills	Spring 1
	Computer Science	Beebots	Spring 2
	Information Technology	2CreateAStory	Summer 1
	Online Safety	Detective Digiduck	Summer 2
Year 1	Online Safety	Jessie & Friends	Autumn 1
	Computer Science	Beebots	Autumn 2
	Information Technology	Basic Computer Skills	Spring 1
	Computer Science	Espresso Coding Level 1	Spring 2
	Information Technology	Digital Photography	Summer 1
	Online Safety	Smartie The Penguin	Summer 2
Year 2	Online Safety	Jessie & Friends	Autumn 1
	Computer Science	Espresso Coding Level 2	Autumn 2
	Computer Science	Beebots	Spring 1
	Information Technology	Computer Skills	Spring 2
	Information Technology	Databases	Summer 1
	Online Safety	Hector's World	Summer 2