

# Curriculum Intent for Computing



**Your curriculum Intent is your plan of what you want pupils to know and be able to do, at different stages and by the time they leave school.**

The intent of the curriculum is the content you expect children to learn. More simply, the intent of the curriculum is the curriculum, or as Spielman puts it, “what [curriculum leads] expect pupils to know by certain points in their life”.

<b>Curriculum Content</b>	<p><u>Early Years</u> (These activities are planned and resourced on Purple Mash)</p> <ul style="list-style-type: none"><li>• Using a range of electronic devices to produce a desired outcome.</li><li>• Communication and language - Using paint programs to mix paints and explore imaginative ideas. To create electronic stories using multimedia tools. Using multimedia tools to create different sounds. To design and make 3D and 2D models.</li><li>• Expressive Arts - Using a range of online paint programs. Exploring media to create music and design.</li><li>• Literacy - Using communication tools to send and receive emails. Using ebooks to read and listen to stories. To write captions and words using simple word processing tools. To plan stories using mapping tools.</li><li>• Maths - Matching objects, numbers and shapes using online tools.</li><li>• Physical development - Online healthy eating activities.</li><li>• PSED - Making relationships and self-confidence and self-awareness.</li><li>• Understanding of the world - Research using online tools: People and Communities, technology and the world.</li></ul> <p><u>KS1</u> (These activities are planned and resourced on Purple Mash and scratch)</p> <ul style="list-style-type: none"><li>• Online safety</li><li>• Saving and restoring</li></ul>

- Grouping and sorting using pictograms
- Coding - Algorithms and debugging
- Coding and positional language
- Animated books and stories (Creating and writing)
- Spreadsheets

#### Year 2 Progression

- Binary Databases
- Databases
- Coding - Algorithms, debugging, collision detection.

#### KS2

(These activities are planned and resourced on Purple Mash and scratch)

- Online Safety
- Coding/Programming
- Blogging
- Using maths programs to calculate
- Word processing
- Emailing
- Graphs
- Using search engines for research
- Animation
- Game design
- Networks
- Binary
- Text Adventures
- Networks

<p><b>Curriculum Rationale</b></p>	<p>Kings Road's Vision is to believe everyone should be free to develop and be encouraged to succeed. The school's Computing Curriculum is aligned with this vision. Our aim to prepare our pupil for the ever changing technological world.</p> <p>Our curriculum allows children to access a variety of computer science resources to develop an understanding of a variety of programming languages. Online safety is taught through every phase allowing for situations and scenarios to be played out in the safety of a school environment. Children use technology throughout the school, from beebots in nursery to computers and ipads in KS1 and KS2. Pupils at Kings Road School use ICT to develop skills in all areas of their learning and in a variety of subjects.</p> <p>Kings Road has a team of digital leaders who will support the school through the delivery of online safety training and support with other areas of computing.</p>
<p><b>Curriculum Delivery</b></p>	<p>Children progress from the EYFS having experienced using a variety of electronic devices. They will be able to manipulate paint programs and understand that they can produce a desired outcome. In KS1, children will use those skills and apply them to coding, learning the term algorithm.</p> <p>From KS1 to KS2 the children progress from using simple variables and directions to if statements and calling complex functions.</p> <p>Each unit is planned using a scheme of work as basis and a high emphasis is placed on coding. Digital leaders support CPD opportunities and provide guidance to KS1 children using Scratch jr.</p>
<p><b>Curriculum Accessibility</b></p>	<p>The curriculum is accessible to all through differentiated activities. Additional ICT can be allocated to PP, SEN and EAL pupils. Crash courses and scaffolding can be provided at the beginning of each academic year through our schemes of work. Cultural capital is effective as it allows children to access learning and even edit work at home.</p>

