

Computing Curriculum Intent at Southmead Primary School

Southmead Primary School's Computing Curriculum aims to prepare children for their digital future; knowing how to be safe and resilient online and being digitally literate. We aim to offer a broad and exciting computing curriculum that caters to all our children's needs. We ensure children are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Through a range of digital programs and apps, pupils are equipped to use information technology to create a range of content. We recognise that computing has deep links with other subjects including Mathematics, Science, and Design Technology and aim to utilise this cross-curricular nature to embed pupils' learning across a range of subjects and ensure digital literacy is woven through all aspects of school life.

	Foundation Stage	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	Using a computer with an adult	Fundamentals	Fundamentals	Fundamentals	Fundamentals	Fundamentals	Fundamentals
	E-Safety	I Program Unit 1	I Animate	I Program	I Program	I Program Unit 1	I Program Unit 1
		E-Safety	E-Safety	E-Safety	E-Safety	E-Safety	E-Safety
Spring	All about instructions	I Write	I Do Mail	I Simulate	I Animate	I program Unit 2	I Network
	Exploring Beebots	I Algorithm	I Search	I Network	I Mail	I Model	I Data
	E-Safety	E-Safety	E-Safety	E-Safety	E-Safety	E-Safety	E-Safety
Summer	Basics of an iPad	I Data	I Blog	I Data	I Program 2	I Crypto	I App Unit 1
	E-Safety	I Model	I Program	I Connect	I Data	I Web	I Learn AI
		E-Safety	E-Safety	E-Safety	E-Safety	E-Safety	E-Safety