



Wragby Primary School

Computing Curriculum

ICT LEARNING INTENT

“The digital revolution is far more significant than the invention of writing or even of printing.”

Douglas Englebart; Engineer, Computer pioneer and inventor of the mouse.

As we have come to all experience computing and digital communication is at the forefront of many people's working and social lives. Children experience a myriad of technological developments, sometimes on a weekly basis. Their exposure and experience of technology can come in many forms and it is the role of Wragby school to enhance, support and discuss their use of electronic equipment and digital communication.

The role of E-safety has an equal importance to that of the Curriculum as children weave their way through the digital landscape of the 21st century.

Children should be taught to embrace the positive use of technology, but be aware of how to avoid and report any negative aspects of existing in an online world.

In the times of a developing Metaverse children need to be prepared for drastic changes to technology as they grow and apply all they know and have learned through school to face any future challenges they may encounter at work or at home.

IT as a tool has always been advocated, but the blending of home and school through online learning shall remain a quickly developed skill for children of these times. It should be used to enhance learning across all the curriculum, but should also be taught with specific reference to learning core IT skills for each year group.

To aid pupils and teachers at Wragby Primary School we have built our curriculum around a variety of operating systems, equipment and experiences. We have also used the resources provided by the award winning 'Purple Mash' to plan, organise and help assess IT across the school.

Children are taught **Computer Science, Information Technology and Digital Literacy** during IT lessons as well as **E-Safety**. To provide suitable learning coverage for each year group and an awareness of how to be safe and positive when online:

Learning about Information Technology will allow pupils to effectively use the functions of computers as well as to create a range of content and media. Through Computer Science, pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming.

A consistent focus on E-Safety will ensure that children are equipped with the knowledge and skills to evaluate content and use technology in a safe, respectful and responsible manner.

School's infrastructure is good, providing a Chromebook and online learning platforms for every child and consistent WIFI coverage.

Children are always encouraged to talk about their use and enjoyment of IT and any negative issues are dealt with well in partnership with pupils, staff and parents.

KS1 & KS2 I.C.T. CURRICULUM LONG TERM PLAN: PURPLE MASH UNITS

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Weekly topic related activities using Purple Mash and many other programs. Exploring ICT through use of portable and desktop machines. Mouse and keyboard skills development. Creative Media. Games.					
Y1	Toys R Us Unit 1.1 – Online Safety & Exploring Purple Mash (4 lessons) Unit 1.2 – Grouping & Sorting (2 lessons) Unit 1.3 - Pictograms (3 lessons)	Super Heroes Unit 1.4 – Lego Builders (3 lessons) Unit 1.5 – Maze Explorers (4 lessons) Unit 1.6 – Animated Story Books (5 Lessons)	Seaside Unit 1.7 – Coding (6 lessons) Unit 1.8 – Spreadsheets (3 lessons) Unit 1.9 – Technology outside school (2 lessons)			
Y2	Postman Pat's Family Tree Unit 2.1 – Coding (5 Lessons) Unit 2.2 – Online Safety (2 lessons) Unit 2.3 - Spreadsheets (4 lessons)	Pirates Unit 2.4 – Questioning (5 lessons) Unit 2.5 – Effective Searching (3 lessons) Unit 2.6 – Creating Pictures (5 lessons)	The Circus Unit 2.7 – Making Music (3 lessons) Unit 2.8 – Presenting Ideas (4 lessons)			
Y3	Stones and Bones Unit 3.1 – Coding (6 lessons) Unit 3.2 – Online Safety (2 lessons) Unit 3.3 – Spreadsheets (3 lessons)	Explorers and Settlers Unit 3.4 – Touch-typing (4 lessons) Unit 3.5 – Email (6 lessons)	Rainforest Unit 3.6 – Branching Databases (4 lessons) Unit 3.7 – Simulations (3 lessons) Unit 3.8 – Graphing (2 lessons)			
Y4	It's all Greek to me Unit 4.1 – Coding (6 lessons) Unit 4.2 – Online Safety (2 lessons) Unit 4.3 - Spreadsheets (5 lessons)	Around the World Unit 4.4 – Writing for Different Audiences (5 lessons) Unit 4.5 – Logo (4 lessons)	Victorians Unit 4.6 – Animation (3 lessons) Unit 4.7 – Effective Searching (3 lessons) Unit 4.8 – Hardware Investigators (2 lessons)			
Y5	Roald Dahl Unit 5.1 – Coding (6 lessons) Unit 5.2 – Online Safety (2 lessons) Unit 5.3 - Spreadsheets (5 lessons)	Space Unit 5.4 – Databases (4 lessons) Unit 5.5 – Game Creator (5 lessons)	Ancient Egyptians Unit 5.6 – 3D Modelling (4 lessons) Unit 5.7 – Concept Maps (4 lessons)			
Y6	World War Two Unit 6.1 – Coding (6 lessons) Unit 6.2 – Online Safety (2 lessons) Unit 6.3 - Spreadsheets (5 lessons)	It's a Kind of Magic Unit 6.4 – Blogging (5 lessons) Unit 6.5 – Text Adventures (4 lessons)	Waterworld Unit 6.6 – Networks (3 lessons) Unit 6.7 – Quizzing (6 lessons) Unit 6.8 OPTIONAL UNIT– Understanding Binary (6 lessons)			