Subject - Computing

	Curriculum Value and Character Drivers					
	Strive Enthusiasm, perseverance and resilience	**Harmony** Empathy, understanding and tolerance	**Inspire** Responsibility, integrity, respect	**Nurture** Healthy bodies, minds and relationships	**Excel** Ambition, creativity and knowledge	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	All centred around play and having fun with technology. The use of cameras and the desktops in class will be natural by the time they arrive in Year 1!					
Year 1	Improving Mouse Skills	Algorithms Unplugged	Rocket to the Moon	Bee Bots	Digital Imagery	Introduction to Data
Year 2	What is a Computer?	Algorithms and Debugging	Word Processing	Scratch Jnr.	Stop Motion	International Space Station
Year 3	Networks and the Internet	Scratch	Emailing (G/MO)	Journey Inside a Computer	Video Trailers 1/2	Comparisons cards databases (G/MO)
Year 4	Collaborative learning	Further coding with Scratch	Website Design	HTML	Computational thinking	Investigating Weather
Year 5	Search Engines	Music	Mars Rover 1	Micro;bit	Stop Animation	Mars Rover 2
Year 6	Bletchley Park	Introduction to Python	Big Data 1	History of Computers	Big Data 2	Inventing a Product

Moral - Ability to recognise integrity (the difference between right and wrong) and to readily apply this understanding in their own lives, recognise legal boundaries and, in so doing, respect the civil and criminal law of England.

Spiritual Development - Ability to be reflective about their own beliefs (religious or otherwise) and perspective on life. Knowledge of, and respect for, different people's faiths, feelings and values.

Cultural – The essential knowledge pupils need to be educated citizens, introducing them to the best that has been thought and said and helping to engender an appreciation of human creativity and achievement (music, art, poetry etc.).

Social – Ability to use of a range of social skills in different contexts, for example working and socialising with other pupils, including those from different religious, ethnic and socio-economic backgrounds. Demonstrate a willingness to participate in a variety of communities and social settings, including by volunteering, cooperating well with others and being able to resolve conflicts effectively.

Character – a set of positive personal traits, dispositions and virtues that informs their motivation and guides their conduct so that they reflect wisely, learn eagerly, behave with integrity and cooperate consistently well with others.

Value	KS1	KS2
Strive	Throughout the Computing curriculum for Years 1 and 2, the children are afforded the opportunity to Strive in their lessons. They are questioned on how to improve algorithms and how to strive for the perfect piece of software! In the data handling and word processing topics, they are editing and checking their work thoroughly to achieve high-quality end products!	Throughout KS2, the children are shown fantastic examples of people who have striven in their fields! From musicians to inventers, they are given real-life examples of how important it is to push themselves in everything they do. Their coding lessons, which vary from HTML to creating games, will also allow them to continually check their work.
Harmony	Working together is such an important part of life, and this is demonstrated in all of our topics in KS1. From working together to succeed in coding our Beebots, to designing rockets which could get us to space one day, the children are encouraged to look to each other for support as well as their teachers!	Children in KS2 are tasked with creating presentations together and to deliver them effectively to their peers! They are also given group tasks to work on in modules like "Stop Animation", where they must work collaboratively to achieve a product that they can be proud of at the end of the module!

Inspire	KS1 have many opportunities to inspire one another to achieve in Computing. Through hard work and resilience, they will see each other face challenges, but not be defeated by them. The software they use will inspire them to become more imaginative learners too!	Children will study a range of figures and companies in the world of technology and use their achievements as inspiration! Children in Year 6 study the work of Alan Turing and how his dedication to his work changed the lives of many around him!
Nurture	Children are nurtured in Computing to take responsibility for their actions online. They are guided on how to stay safe whilst growing up with technology which connects them to their peers, but also to the world. Lessons encourage children to be kind to one another.	From Year 3 onwards, children are provided with opportunities to learn how to communicate through technology. They start to consider how to behave appropriately with online communication - they learn that their actions can dramatically impact the lives of others.
Excel	All areas of the Computing curriculum for KS1 affords the children the opportunity to Excel. From the very first time using the equipment, they will be learning new vocabulary which they must embed into their work and they will learn to never give up, even if they find something challenging!	Excel can be demonstrated at any point during KS2's learning. They will come across many challenges along the way and will be forced to consider previous lessons, not only in their current year, but in previous years too. This embedded knowledge will ensure they achieve to a standard which will make them proud.