

# COMPUTING

Computing skills are taught in discrete lessons and then applied at every opportunity in other subjects. Children use and experience a range of programmes in order for them to be able to choose the most effective tool for their task.

KS1	<b>Year One Projects (Computing content)</b>		
	Planes, Trains and Automobiles	When I Grow Up	Oh, I do like to be beside the seaside!
	Algorithms & Programs, Data Retrieving & Organising, Communicating		
	<b>Year Two Projects (Computing content)</b>		
	Planes, Trains and Automobiles	When I Grow Up	Oh, I do like to be beside the seaside!
KS2	Algorithms & Programs, Data Retrieving & Organising, Communicating		
	<b>Year Three Projects (Computing content)</b>		
	River Deep, Mountain High	Rocking All Over the World	Time Warp
	Algorithms & Programs, Data Retrieving & Organising, Communicating, Using the Internet, Databases, Presentation		
	<b>Year Four Projects (Computing content)</b>		
	River Deep, Mountain High	Rocking All Over the World	Time Warp
	Algorithms & Programs, Data Retrieving & Organising, Communicating, Using the Internet, Databases, Presentation		
	<b>Year Five Projects (Computing content)</b>		
	Through the Keyhole	Space Invaders	Here, There and Everywhere
	Algorithms & Programs, Data Retrieving & Organising, Communicating, Using the Internet, Databases, Presentation		
	<b>Year Six Projects (Computing content)</b>		
Through the Keyhole	Space Invaders	Here, There and Everywhere	
Algorithms & Programs, Data Retrieving & Organising, Communicating, Using the Internet, Databases, Presentation			

E-Safety is taught throughout the year in every year group.