

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.

National Curriculum Aims

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology

In September 2019 we purchased 32 Chromebooks! The Chromebooks will be used to deliver the Computing curriculum as well as enhancing learning across other subjects. This is an exciting time in our computing journey and we are looking forward to using this new technology.

At Grangefield, we use our desktops, laptops and Chromebook's to quiz on our Accelerated Reader books and to practise our multiplication knowledge through Times Table Rockstars.

Don't forget to keep an eye out on Twitter for updates on class projects and trips! @Grangefieldowl

KS1	Year 1					
	Land of the Giants		Paddington Goes to London		Captain and Compasses	
	Logging on Passwords (E-Safety) Word Processing Skills Computing Skills		Painting Programming Tools (BeeBots)		Programming with ScratchJr Using and applying	
	Year 2					
	Land Before Time	Who lives in a house like this?	Land, Sea and Air		Turrets and Tunnels	
	E-safety Preparing for Turtle Logo	Computer Art	Programming – Turtle Logo and Scratch Presentation Skills		Using the internet Using and applying	
KS2	Year 3					
	Awesome Egyptians		Angry Earth		Monolith to Metal	
	E-safety Programming Turtle and Scratch Word Processing		Drawing and desktop publishing Internet and research communication		Presentation skills Using and applying skills	
	Year 4					
	The World At Our Feet		Groovy Greeks		The Roaming Romans	
	E-safety Scratch: Quizzes Word Processing		Programming Turtle Logo Animation		Using and applying skills	
	Year 5					
	All Aboard the Time Machine		Out of This World		Everywhere We Go!	Brilliant Brazil
	E-safety Scratch – developing games Flowol (need resources ordered)		Radio Station Internet research and webpage design		3D modelling – Sketch-up	Using and applying
	Year 6					
	Vicious Vikings		SPLASH!		Marvellous Mayans	
E-safety Scratch: Animated Stories Spreadsheets		Kodu Programming Film-making		Using and applying		

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