At Langdale Primary School, we are committed to providing our children with a curriculum that has a clear intention and impacts positively upon their needs.

Curriculum statement for the teaching and learning of Computing

Intent	At Langdale, we aim to prepare our learners for the future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever-changing digital world. Knowledge and understanding of ICT is of increasing importance for children's futures both at home and for employment. Our computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology. These strands are revisited repeatedly through a range of themes during children's time at Langdale to ensure the learning is embedded and the skills are successfully developed. Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enhance their experiences in school. Our aim is to make the computing curriculum inclusive and assessible for all students no matter what their needs or starting points.

Implementation	Our whole curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability or additional needs, to flourish to become the very best version of themselves. We teach the National Curriculum through Purple Mash, which enables clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children. Purple Mash offers catch up units to support areas of indepth knowledge that children may be lacking due to the disruption of Covid. To ensure a broad range of skills and understanding, Computing is taught across three main strands: digital literacy, computer science and information technology. As part of information technology, children learn how to use and develop ideas through animation, blogging and presenting their ideas. Within digital literacy, children develop practical skills in safe use of ICT and the ability to apply these skills to their outside lives, for example, effective searching, emailing and being safe online. In computer science we teach children to understand and apply the fundamental principles of computer science including, algorithm, coding, hardware and networks. Children will be exposed and taught progressive key vocabulary throughout each unit to support in their understanding. Each classroom displays the current unit vocabulary and is explicitly reviewed at the beginning of every lesson as well as being embedded throughout. We aim to give children access to a wide range of resources and provide cross curricular opportunities for children to continually apply their Computing knowledge and skills. Online safety is to be taught within each Computing lesson as a short starter activity as well as being taught as a stand-alone unit each year. Online safety is embedded within all computing lessons and the children are explicitly exposed to online safety assemblies and workshops.

	At Langdale Primary School, children learn about Computing for one hour every week, allowing the children to develop their skills and build on their previous week's learning. In Early years, Computing is taught following the EYFS programme of study on Purple Mash and Mini Mash, focusing on the early learning goals of: being imaginative and expressive, attention and understanding, word reading, writing, number patterns, understanding the world and physical development. Computing is used to support our SEN learners and lowest 20% throughout the curriculum. This is done through Nessy interventions and to support children with visual impairment needs. However, children with SEN needs must learn key computing skills first. At Langdale, we implement this using Rosenshine's principles, retrieving key knowledge and learning in small steps.

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Year 1

	Unit 1.1	Unit 1.2	Unit 1.3	Unit 1.4	Unit 1.5	Unit 1.6	Unit 1.7	Unit 1.8	Unit 1.9
	Online Safety & Exploring Purple Mash	Grouping & Sorting	Pictograms	Lego Builders	Maze Explorers	Animated Story Books	Coding	Spreadsheets	Technology outside school
Number of lessons	4	2	3	3	3	5	6	3	2
Main tool			2Count		2Go	2Create A Story	2Code	2Calculate	

Year 2

	Unit 2.1	Unit 2.2	Unit 2.3	Unit 2.4	Unit 2.5	Unit 2.6	Unit 2.7	Unit 2.8
	Coding	Online Safety	Spreadsheets	Questioning	Effective Searching	Creating Pictures	Making Music	Presenting Ideas
Number of lessons	6	3	4	5	3	5	3	4
Main tool	2Code		2Calculate	2Question 2Investigate		2Paint A Picture	2Sequence	

Year 3

	Unit 3.1	Unit 3.2	Unit 3.3	Unit 3.4	Unit 3.5	Unit 3.6	Unit 3.7	Unit 3.8	Unit 3.9
	Coding	Online safety	Spreadsheets	Touch Typing	Email (inc. email safety)	Branching Databases	Simulations	Graphing	Presenting
Number of lessons	6	3	3 4 lessons for Crash Course	4	6	4	3	3	5\6*
Main tool	2Code		2Calculate	2Type	2Email	2Question	2Simulate	2Graph	PowerPoint or Google Slides

*Platform dependent

Year 4

	Unit 4.1	Unit 4.2	Unit 4.3	Unit 4.4	Unit 4.5	Unit 4.6	Unit 4.7	Unit 4.8	Unit 4.9
	Coding	Online Safety	Spreadsheets	Writing for Different Audiences	Logo	Animation	Effective Searching	Hardware Investigators	Making Music
Number of lessons	6	4	6	5	4	3	3	2	4
Main tool	2Code		2Calculate		2Logo	2Animate			Busy Beats

Year 5

	Unit 5.1	Unit 5.2	Unit 5.3	Unit 5.4	Unit 5.5	Unit 5.6	Unit 5.7	Unit 5.8
	Coding	Online Safety	Spreadsheets	Databases	Game Creator	3D Modelling	Concept Maps	Word Processing
Number of lessons	6	3	6	4	5	4	4	8
Main tool	2Code		2Calculate	2Investigate	2DIY 3D	2Design & Make	2Connect	MS Word or Google Docs

Year 6

	Unit 6.1	Unit 6.2	Unit 6.3	Unit 6.4	Unit 6.5	Unit 6.6	Unit 6.7	Unit 6.8	6.9
	Coding	Online Safety	Spreadsheets	Blogging	Text Adventures	Networks	Quizzing	Understanding Binary	Spreadsheets
Number of lessons	6	2	5	4	5	3	6	4	8
Main tool	2Code		2Calculate	2Blog			2Quiz		Excel or Google Sheets

Impact	The implementation of this curriculum ensures that when children leave Langdale Primary school, they are competent and safe users of ICT with an understanding of how technology works. All learners, no matter what their needs (e.g. SEN) or starting points make good progress. They will have developed skills and knowledge to express themselves and be creative in using digital media. They will be equipped to apply their skills in Computing to different challenges going forward and develop their career opportunities for a variety of workplaces.