



HOLMER C E ACADEMY SUBJECT OVERVIEW



Computing

EYFS: Development Matters

- Encourage children to add to their first-hand experience of the world through the use of books, other texts and information, and information and communication technology (ICT).
- Build familiarity with technological tools. Use the tools available for continuous provision in the following areas: Communication and Language, Expressive Arts, Literacy, Mathematics, Physical Development, PSED (Personal, social and emotional development), Understanding the World.

Statutory Content Coverage

Key Stage 1

Pupils should be taught to:

- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Key Stage 2

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Resources

Lessons will be taught using iPads, laptops and various coding resources such as Lego weedo. E Safety work is taught using the resource Education for A Connected World