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The use of information and technology is an integral part of the national curriculum and is a key skill for everyday life. Computers, tablets, programmable robots, digital and video cameras are a few of the tools that can be used to acquire, organise, store, manipulate, interpret, communicate and present information. At Marsh Green Primary School we recognise that pupils are entitled to quality hardware and software and a structured progressive approach to the learning of the skills needed to enable them to use it effectively.

Marsh Green Primary School

Computing Curriculum Yearly Overview

| Year group | AUTUMN TERM | | SPRING TERM | | SUMMER TERM | |
|---------------|---------------------------------------|---|--|---|---------------------------------------|------------------------------------|
| Year 1 | Computer Skills | Sharing information | Computer awareness | Presentation | On-screen Beebots | |
| Year 2 | Using devices | Stranger Danger | Online communications and the use of WWW | Broadcasting sound and images | On-screen Roamer | Flowol Introduction |
| Year 3 | The Bridge and Basic Training | The Bridge Communication | History of Computers | Animation | Object orientated game creation- LOGO | |
| Year 4 | E-Safety level 2- Identifying threats | E-Safety level 2- Rights and Responsibilities | Computer networks- How networks work | Gaming- using the Wii and PlayStation 2 | Scratch | Purple Mash |
| Year 5 | Developing online presence | Developing an online community | Networks and wireless systems | CGI | Interactive Entrance | Developing an Interactive Entrance |
| Year 6 | E-Safety level 3- Life Skills | E-Safety level 3- Online Law | Worldwide date and building computers | Short film/documentary | Programming Languages | Robot Wars |