

Computing Curriculum 2023- 2024



One community, many cultures; growing and learning together.

OUR CURRICULUM AT GOSFORD PARK PRIMARY SCHOOL

Intent- At Gosford Park our computing curriculum aims to provide pupils with the skills and knowledge to fully participate in the continually developing digital world. We focus on providing creative opportunities and experiences so we can develop the skills necessary for children to be able to use information in a discreet and effective way. We want pupils to know, remember and understand more in computing so that they leave primary school computer literate. We teach skills explicitly within computing and encourage them to be applied across other curriculum subjects, enabling children to be confident, creative and independent learners. By using a rich, broad, up to date curriculum pupils are provided with the opportunity to embrace and use technology in a safe, positive and responsible way. Staying safe online is of the utmost importance and is an area that we prioritise to all our pupils and our computing curriculum equips pupils with the appropriate skills to navigate the digital world safely.

Implementation- As Computing is a statutory subject, all classes teach and learn Computing at least once a week as well as discreetly with other subjects. Computing is mapped out across the curriculum using the **Purple Mash** scheme of work focusing on the objectives stated in the National Curriculum.

Content and Sequencing

Computing is taught explicitly once a week in Years 1-6. Lessons covering computer science, information technology, digital literacy including Online Safety are supported by the Purplemash computing scheme. This ensures progression of vocabulary, skills, and knowledge across the school. A long-term plan provides the teachers with an overview of what and when it is taught. Teachers are aware of what has been taught before and where their unit of work fits in to the journey of learning for their pupils.

Links with Maths, English and Foundation subjects.

Coding is underpinned by mathematical thinking the children have to work logically sequentially and problem solve. Coding also requires children to input data, in terms of quantity and angles.

Computing skills can be seen across a wide range of subjects. Within maths lessons children link what they have learnt in computing to create representations for maths problems. A wide range of maths apps and websites are used to support children's understanding of maths strands. Within English children use the information technology and digital literacy skills to enhance their writing and presentation. Children are given the chance to use a wide range of applications to research areas and create written pieces of work. Children use technology to enhance topics.

Retrieval and assessment- key objectives identified to teachers and past identified.

Our computing curriculum allows for a progression of skills throughout the school. Pupils will build on and develop the skills they have been taught with Purplemash and different apps and programs and learn how to add new skills to these platforms. The progression of skills in computer science, information technology, digital literacy and Online Safety are clearly mapped, and children are assessed in each area against the progression documents.

Access to learning for all pupils.

At Gosford Park all pupils have the chance to access a range of technology both within lessons and as part of home learning. All pupils are supported and challenged appropriately to ensure they receive a computing curriculum that furthers their learning and prepares them to use technology in the future. Visual prompts, Progressions docs used to appropriately pitch work. Pupils engage in using technology positively and understand its importance in the wider community. They are encouraged to be good digital citizens and understand how negative use of technology can impact on themselves and others.

Gosford Park Primary School

EYFS, KS1 and KS2

Computing Curriculum



Each Unit includes a Concept Map or Quiz that can be used to ascertain the children's understanding before or after the unit has been taught.

Predominant Area of Computing*		
	Computer Science	
	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Curriculum Overview 2023/24

	Autumn -8 weeks	Autumn - 7 weeks	Spring - 5 weeks	Spring - 5 weeks	Summer - 7 weeks	Summer - 7 weeks
EYFS	MINI MASH Units based around EYFS Areas of Learning and Development. * Ability level in Year R may be moved to Purplemash units.					
Year 1 <u>Computing Vocab</u>	PURPLE MASH UNITS Unit 1.1 Online Safety and Exploring Purple Mash - 4 lessons Click here! Unit 1.9 - Tech Outside School - 2 lessons - Click here!	PURPLE MASH UNITS Unit 1.2 Grouping & Sorting - 2 lessons - Click here! Unit 1.3 - Pictograms - 3 lessons - Click here!	PURPLE MASH UNITS Unit 1.4 Lego Builders - 3 lessons - Click here! Unit 1.5 Maze Explorers - 3 lessons - Click here!	PURPLE MASH UNITS Unit 1.8 - Spreadsheets - 3 lessons - Click here!	PURPLE MASH UNITS Unit 1.6 Animated Story Books - 5 lessons - Click here!	PURPLE MASH UNITS Unit 1.7 - Coding - 6 lessons - Click here!
Year 2 <u>Computing Vocab</u>	PURPLE MASH UNITS Unit 2.2 - Online Safety - 3 lessons Click here! Unit 2.5 - Effective Searching - 3 lessons Click here!	PURPLE MASH UNITS Unit 2.6 - Creating Pictures - 5 lessons Click here!	PURPLE MASH UNITS Unit 2.7 - Making Music- 3 lessons Click here! Unit 2.8 - Presenting Ideas- 4 lessons Click here!	PURPLE MASH UNITS Unit 2.3 - Spreadsheets Crash Course - 4 lessons - Click here!	PURPLE MASH UNITS Unit 2.4 - Questioning - 5 lessons - Click here!	PURPLE MASH UNITS Unit 2.1 - Coding- 6 lessons Click here!

Year 3 <u>Computing</u> <u>Vocab</u>	PURPLE MASH UNITS Unit 3.2 - Online Safety - 3 lessons Click here!	PURPLE MASH UNITS Unit 3.5 -Email – 6 lessons Click here!	PURPLE MASH UNITS Unit 3.3 – Spreadsheets <u>Crash Course</u> – 3 lessons – Click here!	PURPLE MASH UNITS Unit 3.6 – Branching Databases – 4 lessons Click here!	PURPLE MASH UNITS Unit 3.7 – Simulations – 3 lessons Click here! Unit 3.8 – Graphing – 2 lessons Click here!	PURPLE MASH UNITS Unit 3.1 – Coding –6 lessons click here!
	Unit 3.4 - Touch Typing – 4 lessons Click here!					
Year 4 <u>Computing</u> <u>Vocab</u>	PURPLE MASH UNITS Unit 4.2 - Online Safety – 4 lessons Click here!	PURPLE MASH UNITS Unit 4.6 – Animation – 3 lessons Click here! Unit 4.9 – Making Music- 4 lessons Click here!	PURPLE MASH UNITS Unit 4.5 – Logo – 4 lessons Click here! Unit 4.8 - Hardware Investigators – 2 lessons Click here!	PURPLE MASH UNITS Unit 4.4 - Writing for different Audiences – 5 lessons – Click here!	PURPLE MASH UNITS Unit 4.3 – Spreadsheets <u>Crash Course</u> – 6 lessons – Click here!	PURPLE MASH UNITS Unit 4.1 - Coding – 6 lessons Click here!
	Unit 4.7 – Effective Search --3 lessons Click here!					
Year 5 <u>Computing</u> <u>Vocab</u>	PURPLE MASH UNITS Unit 5.2 - Online Safety – 4 lessons Click here!	PURPLE MASH UNITS Unit 5.5 - Game Creator – 5 lessons Click here!	PURPLE MASH UNITS Unit 5.6 - 3D Modelling – 4 lessons Click here!	PURPLE MASH UNITS Unit 6.4 Databases – 4 lessons Click here!	PURPLE MASH UNITS Unit 5.3 – Spreadsheets <u>Crash Course</u> – 6 lessons – Click here!	PURPLE MASH UNITS Unit 5.1 - Coding- 6 lessons Click here!
	Unit 5.7 – Concept Maps – 4 lessons Click here!					
Year 6 <u>Computing</u> <u>Vocab</u>	PURPLE MASH UNITS Unit 6.2 Online Safety – 3 lessons Click here!	PURPLE MASH UNITS Unit 6.7 Quizzing – 6 Lessons Click here!	PURPLE MASH UNITS Unit 6.5 Text Adventures – 5 lessons Click here! Unit 6.6 Networks – 3 lessons Click here!	PURPLE MASH UNITS Unit 6.8 Understanding Binary – 4 lessons Click here!	PURPLE MASH UNITS Unit6.3 – Spreadsheets <u>Crash Course</u> – 6 lessons – Click here!	PURPLE MASH UNITS Unit 6.1 - Coding – 6 lessons Click here!
	Unit 6.4 Blogging – 4 lessons – Click here!					