



# Computing at Medlock Primary School

At Medlock Primary we have the ambition for all our pupils to achieve the highest standard. Our curriculum has been designed to ensure this vision becomes a reality by inspiring all our pupils to become confident, independent and responsible lifelong learners. To do this we have ensured that the backgrounds of our community (which have roots across the globe) are reflected in the curriculum content. The explicit sequencing and teaching of vocabulary and subject specific language is used to provide our children with the highest quality language for learning. Opportunities for reading widely and deeply are central to this as is the development of children's 'voice' (both verbal and written), to enable them to communicate and question confidently and effectively.

Each subject in our curriculum has been designed to always build and link to prior learning and make connections beyond the individual subjects to maximise its impact and ensure the children learn more and remember more.

## Why we teach Computing - Our Intent

Understanding computers and computing is central to living in the modern world. Computer literacy is of great importance to all children's chances of success through education and into the world of work. Medlock's Computing curriculum has been designed to give our children the best possible start on this journey.

## Curriculum Implementation in Computing

Our PE curriculum is developed in conjunction with UK Sports Ltd, a dedicated school sports company employing specialist sport teachers and coaches. All lessons are based on the National Curriculum as well as Development Matters document for Early Years Foundation Stage (EYFS). Long term and medium term planning have been created in conjunction with our linked specialist teacher and are continuously being developed to meet the needs of the children. Assessment criteria has been developed and aids planning. We follow the PE Hub progression model.

All Pupils, no matter their specific needs or barriers, access P.E. lessons.

## Impact in Computing

Our curriculum is designed so the children are taught the knowledge needed and then to apply the knowledge within the subject and beyond. It has been designed to build children's knowledge from lesson to lesson and from one year to another, linking backwards and forwards, embedding knowledge and understanding. Knowledge is therefore purposefully transferable to other areas of the curriculum.

We constantly return to key concepts, as a result children know more and remember more.

### Key Learning in Computing

- The Language of Coding
- Online Safety
- Use of Digital Media



## Computing within the Wider Curriculum

The computing curriculum links to various elements of the PSHE curriculum, particularly the staying safe 'e-safety' elements as well as large parts of the relationships work. Opportunities are also found for our students to apply their knowledge of computers, computer systems and programmes to their work across the curriculum particularly in science, English and thematic work.

'Intelligence and skills can only function at the peak of their capacity when the body is healthy and strong'. - **John F. Kennedy**

*The coach trusts us and I just love to put down the pencil! He motivates both boys and girls.*  
**Musty year 6**

'... a good PE education can take each child down different pathways to find what they're really good at. And on a bigger scale, it can take the whole of humanity forward.' - **Amanda Spielmann**

*The teachers are always very encouraging, always positive towards the pupils. It is very inclusive.*  
**Dailya year 6**

### Links

National Curriculum for Computing in Key Stage 1 and 2

[Click here](#)

Scratch Information for Parents

[Click here](#)

Barefoot Home Learning

[Click here](#)

## Computing-What it looks Like at Medlock

### Autumn

<b>Nursery 1</b>	Tinkering - Playing and Exploring
<b>Nursery 2</b>	Persevering - Not Giving Up & Logic Reasoning
<b>Reception</b>	Creating, Pattern, Logic, Algorithms, Decomposition & Collaboration

### Spring

	Making, checking and fixing things
	Patterns - Grouping & Comparing Abstraction - What is important / Not Important
	Persevering, Patterns, Logic, Decomposition, Debugging, Collaboration, Abstraction & Algorithms

### Summer

	Collaboration - Working together
	Algorithms, decomposition & Thinking Skills
	Abstraction, Tinkering, Creating, Collaboration, Algorithms, Persevering, Decomposition, Debugging & Logic.

	E-Safety	Coding	Media	E-Safety	Coding	Media	E-Safety	Coding	Media
<b>Year 1</b>	Trusted Adults	Instructions	Parts of a Computer	Personal Information	Barefoot - 2	Parts of a Computer	Sharing & Staying Safe	Movement & Inputs	Microsoft Office - Word
<b>Year 2</b>	Keep Information Safe	Barefoot - 1	Chromebooks	Online Gaming	Different Sorts of Inputs	Chromebooks	Online Apps - Safety	Inputs & Instructions	Saving in Word
<b>Year 3</b>	OK to Share? & Phishing	Debugging	Photography	Keep it to Yourself	Conditional Events	Photography	Upstanders & Feelings	Scratch 1	Google - Sheets
<b>Year 4</b>	Not what I meant!	Variables	Google - Slides	That wasn't me.	Variables, repetition & Loops	Presentations	Health Habits & Getting Help	Scratch 2	Google Sheets & Data
<b>Year 5</b>	Profiles	Direction & Co-ordinates	Internet	Strong Passwords	Simulations, Direction & Co-ordinates	Internet	Upstanders & Feelings	Simulation & Random Numbers	What is a search Engine?
<b>Year 6</b>	How others see us.	Complex Variables	Internet Searches	Protect your Stuff	Complex Variables & Object Properties	Internet Searches	Health Habits & Meaness	Scratch 3	Selecting the Right Programme

Ambition for All