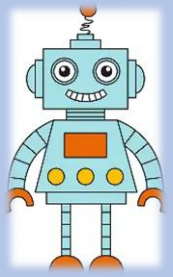
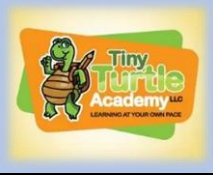
Computing

Child Friendly Definitions

- **Computing is learning how computers work and how we can use them to solve problems, create things, and have fun.**
- **Computing is using technology to make, explore, and share ideas safely and responsibly.**
- **Computing is learning to give computers instructions so they can do jobs for us, like making games, stories, or animations.**
- **Computing is understanding how digital devices help us in everyday life and how to use them wisely.**
- **Computing is finding out how technology works, creating with computers, and staying safe when using the internet.**

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	What can we do with a computer? 	What is an algorithm and why is it important? 	How can we make a robot move? 	How can we use a computer to write? 	How can we create pictures using a computer? 	How can we use technology safely? 
Y2	How do we create and edit digital files?	How can we create and improve algorithms to solve problems? 	How can we create and improve programs to achieve a goal?	How can we create digital documents to communicate information effectively?	How can we use different types of digital media to communicate information effectively?	How can we be safe, kind and responsible when using technology?

						
Y3	How do digital devices connect and communicate with each other? 	How can we create and improve programs using Scratch? 	How can we organise and use data to find information efficiently? 	How can we use desktop publishing to communicate effectively with an audience? 	How can we use events to make programs interactive? 	How does the internet help us connect and share information? 
Y4	How does the internet help us connect, communicate and stay safe? 	How can we make computer programs think and repeat? 	How can data help us answer questions and make decisions? 	How can we communicate safely and effectively online? 	How do programmers create fun and interactive games? 	How can we use digital media to communicate a message effectively? 

Y5	How does the internet help us communicate, learn and stay safe? 	How do programmers design games that are fun, fair and challenging?	How can spreadsheets help us answer questions and make decisions?	How can we use multimedia to communicate effectively with different audiences?	How do programmers create simulations that model real-world systems?	How can we create and publish digital media that has an impact?
Y6	How can we use technology safely and securely in a connected world? 	How do programmers create efficient, effective and user-friendly programs?	How can data help us make informed decisions about the world?	How can we create professional digital media that informs, persuades and inspires different audiences?	How can programmers design automated systems that solve real-world problems?	How can we showcase our computing learning and skills effectively?

Online Safety

Online safety is embedded throughout the computing curriculum. Teachers will explicitly teach and reinforce age-appropriate online safety, digital citizenship and responsible use of technology within every computing unit, responding to the context of each lesson as well as addressing any emerging issues. This includes safe and respectful communication, privacy and personal information, digital footprints, copyright, misinformation, online relationships, reporting concerns and maintaining wellbeing online.

Computing Enrichment and Enhancement at John Blow Primary School

At John Blow Primary School, we believe that computing should be brought to life through exciting, practical and engaging learning experiences. Our computing curriculum is carefully enhanced through workshops, visitors, coding projects, digital technologies and cross-curricular opportunities that enable children to develop confidence, creativity and resilience when using technology.

We aim for children not only to develop computing knowledge and skills but also to apply them in meaningful and purposeful ways. Through enrichment opportunities, pupils are encouraged to solve problems, think computationally, create digital content, collaborate with others and explore how technology shapes the world around them.

As a school rooted within the local community of Collingham and the surrounding Lincolnshire and Nottinghamshire area, we place great importance on helping children understand the role of technology in everyday life. Children regularly use a range of digital devices and software to support their learning, investigate real-world problems and develop essential digital skills. They explore how technology is used within their local community and compare this with its impact nationally and globally, developing an understanding of how computing continues to influence the way we live, work and communicate.

Through these experiences, children are inspired to become responsible, confident and creative digital citizens who understand how to use technology safely, respectfully and effectively, preparing them for an ever-changing digital world.