Curriculum Intent and Breadth Map - Computing

Lapal Primary School

Computing Intent

At Lapal, we aim for our children to be confident, responsible and creative users of a range of technology and apply their skills across the curriculum. At the core of our computing curriculum is computing science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. There is an emphasis on the importance of online safety in all year groups so that children can use technology responsibly and with confidence. Children will leave Lapal feeling empowered to continue their journey into the modern and ever-changing world of technology.

As technicians, children will develop their knowledge and skills in the areas of **connecting, communicating and collecting** as well as developing skills, some of which include: motion, sound, control and sensing.

Computing		Autumn		Spring		Summer	
Key Stage 1	Year 1	Basics of a Computer	Motion (Bee Bots)	On the Move (Level 1-Espresso Coding)	Spreadsheets (Unit 1.8- Purple Mash)	Simple Inputs (Level 1-Espresso Coding)	Animated Stories (Unit 1.6- Purple Mash)
	Year 2	Different sorts of input (Level 2-Espresso Coding)	Book Creator (Chromebooks)	Buttons and Instructions (Level 2-Espresso Coding)	Questioning (Unit 2.4-Purple Mash)	Fact Finders	Presenters
Lower Key Stage 2	Year 3/4 (Cycle A)	Sequence and Animation (Level 3-Espresso Coding)	Branching Databases (Unit 3.6- Purple Mash)	Conditional Events (Level 3-Espresso Coding)	Explore the Web	Operators and Variables (Boat Race- Scratch)	Publisher
	Year 3/4	Introduction to variables (Level 4-Espresso Coding)	Hardware and Network Investigators (Unit 4.8-Purple Mash)	Repetition and Loops (Level 4-Espresso Coding)	Stop Motion	Control and Motion (Dodgeball- Scratch)	Spreadsheets (Unit 4.3-Purple Mash)
Upper Key Stage 2	Year 5	Speed, direction and co-ordinates (Level 5-Espresso Coding)	Databases (Unit 5.4 Purple Mash)	Random numbers and Simulations (Level 5-Espresso Coding)	Search Engines	Variables and Triggers (Falling Stars- Scratch)	Game designers (Unit 5.5- Purple Mash)
	Year 6	Complex Variables (Level 6-Espresso Coding)	Blogging (Unit 6.4-Purple Mash)	Object Properties (Level 6-Espresso Coding)	Spreadsheets with Google Sheets (Unit 6.9-Purple Mash)	Conditional Variables (Create your own world- Scratch)	Transition to KS3

Online Safety		Autumn		Spring		Summer	
EYFS	Reception	Self-Image and identity	Online Relationships	Online Reputation	Online Bullying	Managing online information and privacy and security.	Health, wellbeing and lifestyle and Copyright and ownership
Key Stage 1	Year 1/2 (Cycle A)	Self-Image and identity	Online Relationships	Online Reputation	Online Bullying	Managing online information and privacy and security.	Health, wellbeing and lifestyle and Copyright and ownership
Key Stage 1	Year 1/2 (Cycle B)	Self-Image and identity	Online Relationships	Online Reputation	Online Bullying	Managing online information and privacy and security.	Health, wellbeing and lifestyle and Copyright and ownership
Lower Key Stage 2	Year 3/4 (Cycle A)	Self-Image and identity	Online Relationships	Online Reputation	Online Bullying	Managing online information and privacy and security.	Health, wellbeing and lifestyle and Copyright and ownership
Lower Key Stage 2	Year 3/4 (Cycle B)	Self-Image and identity	Online Relationships	Online Reputation	Online Bullying	Managing online information and privacy and security.	Health, wellbeing and lifestyle and Copyright and ownership
Upper Key Stage 2	Year 5/6 (Cycle A)	Self-Image and identity	Online Relationships	Online Reputation	Online Bullying	Managing online information and privacy and security.	Health, wellbeing and lifestyle and Copyright and ownership
Upper Key Stage 2	Year 5/6 (Cycle B)	Self-Image and identity	Online Relationships	Online Reputation	Online Bullying	Managing online information and privacy and security.	Health, wellbeing and lifestyle and Copyright and ownership

*Online Safety will feature within every lesson taught in computing.

Even though all units have the same name, the objectives taught in each year group are progressive. This can be seen in the medium term planning for each unit of work.