

Computing

The National Curriculum for computing aims to ensure that all pupils:

Can understand and apply the fundamental principles and concepts for computer science, including abstraction, logic, algorithms and data representation

Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems

Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems

Are responsible, competent, confident and creative users of information and communication technology.

At Watton at Stone we deliver the Computing Programme of Study using a variety of resources, e.g. 'Switched on Computing' which has been especially written for the curriculum. Amongst the many benefits that this scheme offers are:

A clear progression of skills from Early Years to Year 6

Embedding of e-Safety to ensure safe and responsible use of technology

The school has also made a substantial investment in new hardware to support the study of computing. This will raise the profile of computing and help us to engage all our pupils in the study of the new topics provided by the National Curriculum.

We also like to use the Herts for Learning scheme, if appropriate, and any other resources to help us deliver the objectives for each year group.

Key Stage 1

Paint

Word processing skills

e-Safety

Programming

Year 3

Algorithms

Programming

Videoing

e-Safety

Data

Animations

Communication networks

Year 4

Programming

Games

Accuracy counts

Authoring

Year 5

Developing an interactive game

Cracking codes

Using geometry and art

Creating a web page about cyber safety

Creating a block

Creating virtual spacing

Year 6

Connectivity

Developing safe and appropriate use of online technology

Blogging

Scratch programming

Sound works