



COMPUTING

CURRICULUM REPORT 2021/22

Computing curriculum

This year we changed our computing curriculum to support the ever changing digital world. We chose the NCCE Teach Computing curriculum because it was created by subject experts who used research and teacher feedback to produce it. It has clear progression across the school and is regularly reviewed by the experts to ensure it is up to date.

Pupil Voice interviews were conducted and were very positive about the new curriculum some of the feedback was: “Lessons are fun” “It will help me when I need to get a job” “I wish that we had more computing lessons”.

EYFS

Computing has changed in the Early Years as Technology has been taken out of the curriculum. This has not stopped the opportunities that children in the Early Years get.



Making their own music on Chrome music lab and using 2Paint to create masterpieces.



Recording sentences on the talking clipboards.



Using remote control vehicles to sequence the stories.

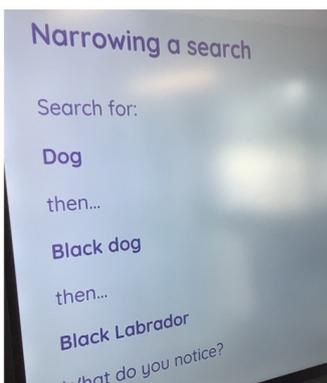
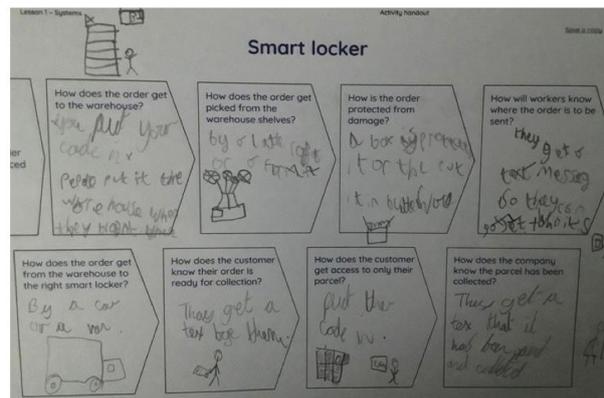
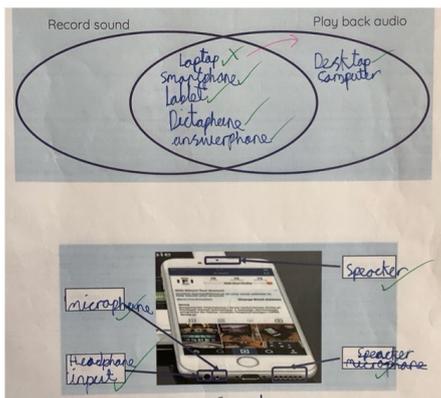
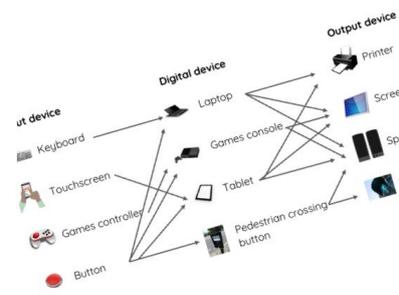
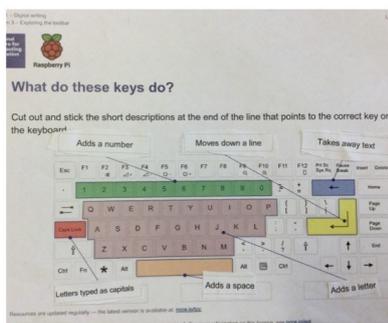


Computing Systems and Networks

Years 1-6

This year the children in KS1 have been recognising the different types of technology around school and how they can use these responsibly. They have also learnt how technology is used beyond school.

KS2 have been learning about digital inputs and outputs, recognising that the internet is made up of many networks and learning how to safely search the Internet by recognising what is true and false information.



Media

Years 1-6

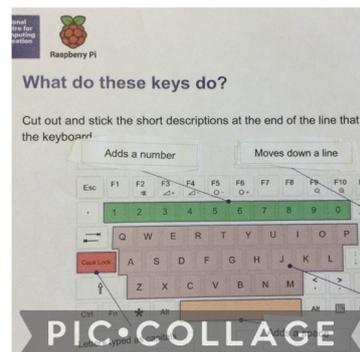
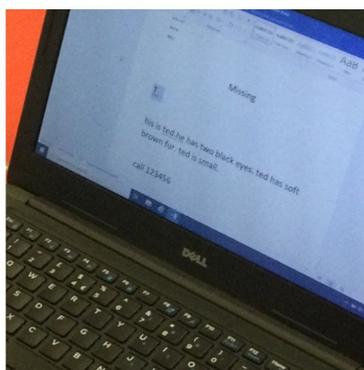
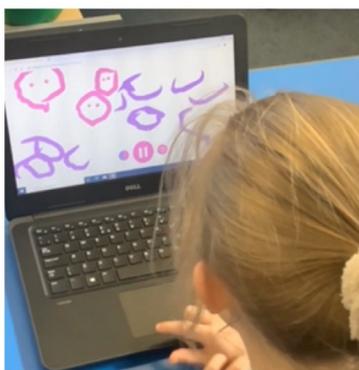
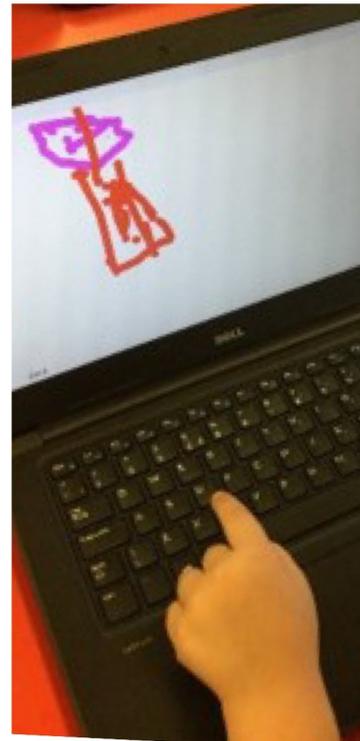
In KS1 the children have been choosing appropriate tools to create digital art and using a computer to create and edit text. They have been capturing and editing digital photos and exploring rhythms to create their own musical piece.

KS2 have been creating their own stop frame animations, creating their own audio podcasts and making a short film. They have been using different publishing programs to create their own publication and creating their own webpage. Throughout KS2 the children have been showing consideration for copyright by learning how to search for content that is free to use.

Web page design (option two)

Design your web page in the space provided. Include your logo, website name, header, text, and image choices.

Logo CW	Website Name https://www.more-ukraine.com
Header / Title Cold war	
Cold war was a non physical war	USA & USSR were using in many things



Data and Information

Years 1-6

The children in KS1 have been sorting and grouping objects by property and collecting data and using tally charts.

KS2 have been using branching databases to group objects using yes/no questions as well as collecting data overtime for investigations using data loggers. They have also used databases to order data, create charts and answer questions using spreadsheets.

Pictogram Questions

Can you answer these questions using the pictogram you have just made on the computer?

How many teachers to school?

Circle your answers.

Which you had the same number?

Which had the least votes?

Which got two votes?

Which were the most popular ways to go to school?



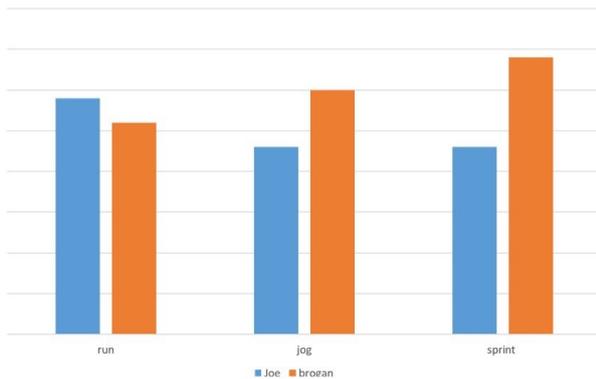
Which format?

This part of a spreadsheet contains the data formats listed below. Mark on the table you can see each format.

- Plain text
- Date
- Number
- Duration
- Currency

	A	B	C	D	E	F	G	H
1	Date of survey	18/10/2021	Name	Method of travel	Distance in miles	Duration in minutes	Summary	
2			Peter	Car	4.2	0:30:00	0:30:00	
3			David	Bus	3.2	0:15:00	0:15:00	
4			Victoria	Bus	3.3	0:15:00	0:15:00	
5			Sam	Walking	0.8	0:21:00	0:21:00	
6			Amy	Bus	0.2	0:24:00	0:24:00	

A bar chart to represent that different things make you more tired



Tally Chart

Count the animals in each pen and complete the tally chart below.

Animal	Tally	Total
Cows		6
Pigs		12
Sheep		5
Chickens		7

Resources are updated regularly - the latest version is available at: www.nps.gov
This resource is licensed under the Open Government Licence, version 3. For more information on this licence, see www.nps.gov.

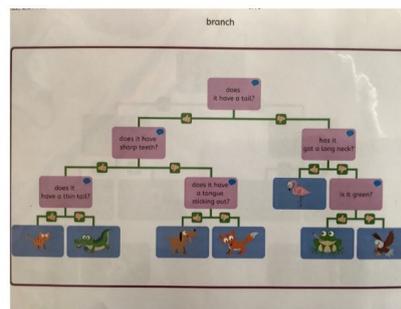
Page 1 Last updated: 28-01-21

Its colour is blue

Its size is big

Its shape is square

Its size is small



Scenarios recording sheet

Read through the scenarios and decide whether they are copyright or copyWRONG! Make notes about the reason your group thinks this because you will need to share with the class at the end!

Name	✓/✗	Reason
Katie	✗	She didn't credit BBC.
Gabby	✓	She changed, took and credited the owner.
Philip	✗	he didn't credit nor change it.
Abdul	✗	he didn't get COPY right.
Pierre	✓	He was able to use them.
Mel	✗	She wouldn't be able to trouble if she credit it's fine.
Kobi	✗	He needs to be credit. Fed.

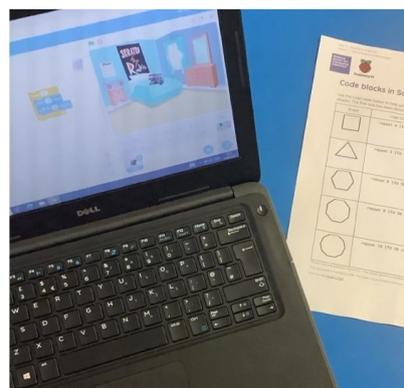
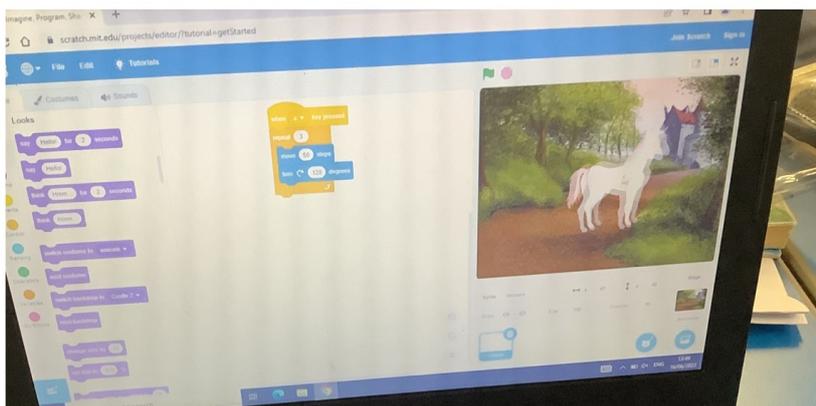
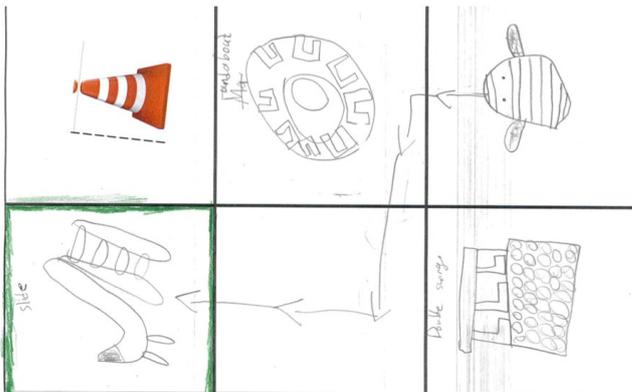
Resources are updated regularly - the latest version is available at: www.nps.gov

Programming

Years 1-6

This year the children in KS1 have been recognising the different types of technology around school and how they can use these responsibly. They have also learnt how technology is used beyond school.

KS2 have been learning about digital inputs and outputs, recognising that the internet is made up of many networks and learning how to safely search the Internet by recognising what is true and false information.



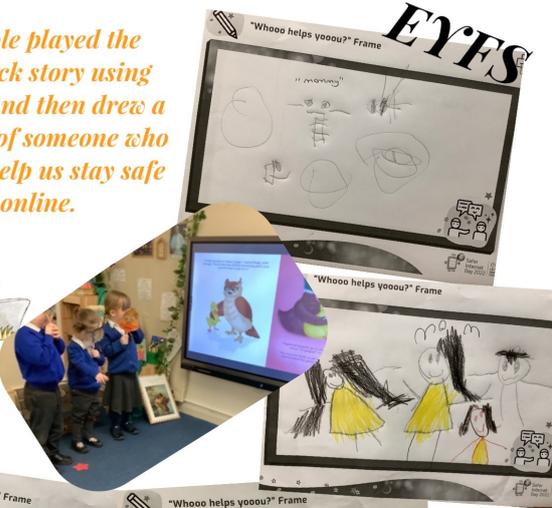
Safer Internet Day

8th February 2022

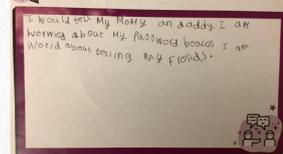
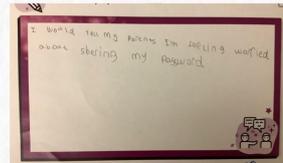
The children always enjoy Safer Internet Day and this year was the same as the theme was 'All fun and Games'.

EY/KS1

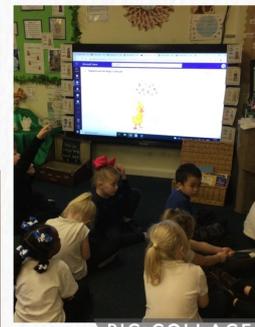
We role played the digiduck story using masks and then drew a picture of someone who would help us stay safe online.



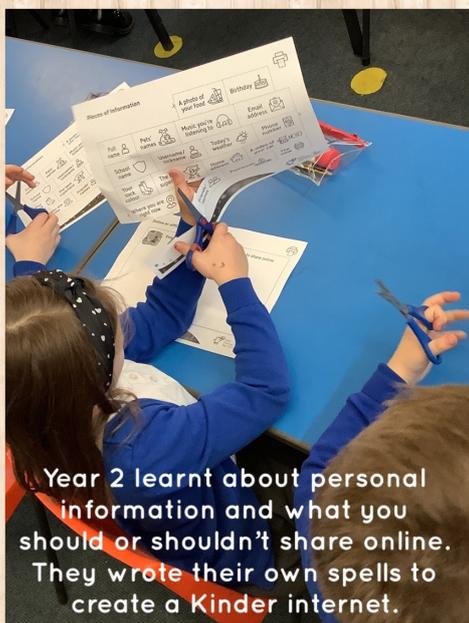
Safer internet day



Year 1 listened to the Digiduck story and discussed who would help them stay safe online. They created their own Magic Castle avatar, username and password thinking carefully about not sharing personal information.



PIC-COLLAGE



Year 2 learnt about personal information and what you should or shouldn't share online. They wrote their own spells to create a Kinder internet.

Online or offline?

<p>Keep private and offline</p> <p>Where you are right now</p> <p>A video of your cat</p> <p>Phone number</p> <p>Email address</p> <p>Birthdays</p>	<p>Safe to share online</p> <p>The time</p> <p>Your sock colour</p> <p>Today's weather</p> <p>Music you're listening to</p> <p>A photo of your food</p> <p>Pets' names</p>
--	---

Full name

Passwords

Friends' names

Home address

Username/nickname

A 'Kinder Internet' spell

You will need:

- ☆ A spoon of gull of kindness
- ☆ A splash of compassion
- ☆ A handgull of friendship
- ☆ Part in some compliments
- ☆ Skin in some respect

PIC-COLLAGE

Safer Internet Day

8th February 2022

The children always enjoy Safer Internet Day and this year was the same as the theme was 'All fun and Games'.

KS2



Year 3 watched the Safer Internet Day assembly and had some really good discussions on how they can keep safe when gaming and having fun online.

Year 5 'Rolled a story' and wrote their own Online Stories.

In the darkness, fading moonlight shimmered among us we laughed, made funny videos and sat a lot of stories we lay back there wondering what to do next. I made some suggestions but she did not seem keen, to be honest they weren't the best but at least it would keep us entertained, nearly drifting off to sleep, I was amazed by her saying, "oh, I know what to do!" I replied, "a bit shocked" and said "what?" She declared, with lots of excitement "we can play that game I told you about a few days ago." I grabbed my things in a hurry and ran all the way to my house. I didn't know what to do. I did lie after all when she told me a few days ago and I agreed firmly that I was allowed to play it. I could NOT go behind my parents' back and play it without attempting to ask. It was for the best but I hope I haven't ruined my friendship with my best friend.

My Gaming Guide

When/how they will appear
They will appear to guide you through how to play the game.

Key advice
If someone text you that you don't know, tell a parent or an older brother or sister. Also if you see a link at the top of the screen do not click.

Year 6 had some great discussions about how we can be respectful online. They then created their own gaming guide to help others stay safe when gaming.



Key advice
To be safe make sure to have a secure password and email to make sure that no hackers can take your account or even your own bank details. If you want you can get a extra password so you don't get your account taken off you.

Year 5 'Rolled a story' and wrote their own Online Stories.

Late at night laughter swayed in the air as my friends and I were talking about how funny his stories were. until the laughter faded away and the worry's presence entered the room, as soon as my friend suggested to play the most cursed game ever. I had a bad feeling so I requested "Can we please not do this, I have a bad feeling?" They laughed and mocked me saying "Aw, is the little baby scared?" I was very upset so I went home and tried making new friends. I know play with this really nice girl.

PIC-COLLAGE

My Gaming Guide Lexi

When/how they will appear
My character is going to appear at the start.

Key advice
No unapproved apps.
Let cyber join in your phone.

Key advice
Do not let me introduce yourself.
Make some friends.
No swearing or bullying.



Year 4 read the story 'Once upon a time Online' for Safer Internet Day.



eCadets



Our eCadet program works so well as it really empowers children to teach each other about online safety. Our eCadets this year have worked really hard within their classrooms to share online safety messages and deliver lessons. Here are some of things they have been teaching this year!

Our Year 3 @eCadets teaching their class about safe profiles. Is your profile safe? Do you use a real name or a nickname? What information does your profile picture give away? Check your profiles and make sure they are safe!

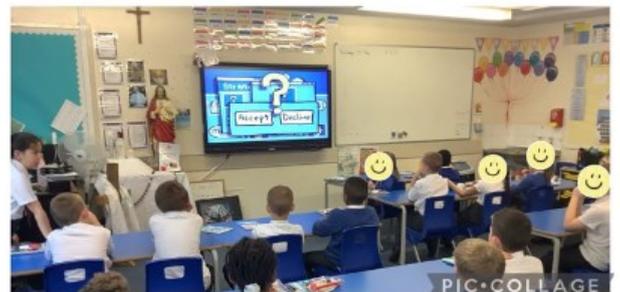


Our eCadets in Year 3 have been teaching their class about real friends and online friends. @eCadets @OurLadyandAIIIS1

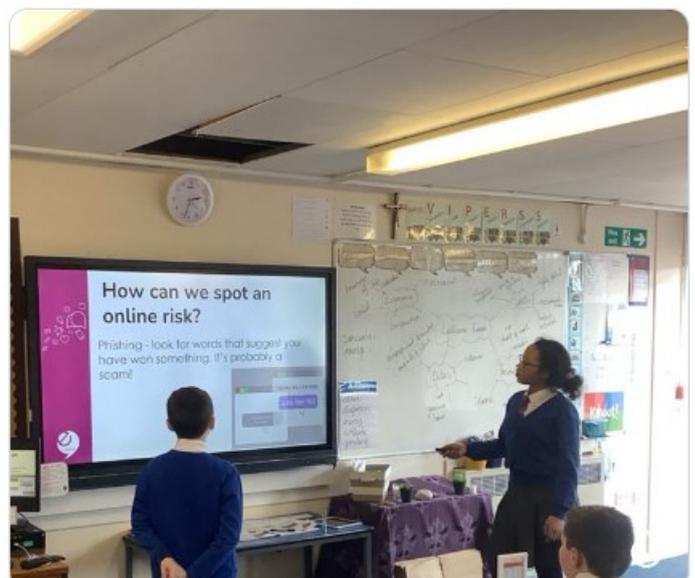


Our Year 4 @eCadets are teaching their peers all about the importance of passwords. #OnlineSafety

William told us that our passwords are used to protect our personal information. Be sure to use a password that isn't too easy to guess to help keep yourself safe online!



Our excellent Year 6 @eCadets sharing how to spot 'Online Risks'. #eCadets



Year 5 have been hard at work creating #VectorDrawings and creating a presentation about their work. Our @eCadets Ren was there to lend a helping hand. #SJBComputing #eCadets @OurLadyandAIIIS1

