Computing Report 2020/21

Computing curriculum

We have continued to use the Switched On Computing curriculum to deliver our Computing lessons. This has run alongside a termly Online Safety lesson that is linked to the unit of work where possible for each year group.

EYFS

In Early Years the children have been learning how to scan QR codes to travel to different lands in their 'Magic Carpet' adventures. The children learnt how to use directions on a controller to navigate a remote control car to get the Little Red Hen from the field to the bakery. They learnt how to use the iPads to take photos of each other and used 2Simple's paint program to draw sea creatures. We also explored different sounds and made our own class piece of music using Chrome Music Lab.





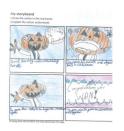




<u>Years 1-6</u>

Programming

The children in Years 1 –6 have once again enjoyed the Computing units for their classes. They have completed the Programming, units which involve using Scratch to program a sprite to move from one place to another, created simple animations and games and used Python to make an adventure story.







<u>Computer Networks, Productivity and Collaboration/Communication</u>

The children in Years 1-6 have been learning about how Computers work and how to use programs to collect, store and analyse data. They have also been using OneNote to collaborate on a given topic and produce Wiki's and Blogs.







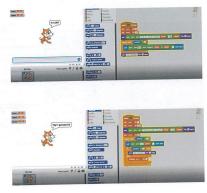
Computational Thinking Years 1-6

In Computational thinking this year the children have been learning about how games work and how to fix the bugs in programs Further up the school the children were learning about Morse code and how to make a programmable toy.









Creativity

In the Creativity units the children have been looking at illustrations in books and creating their own using a Paint program. The children also learnt how to take their own photographs and use an editing tool. The children enjoyed creating their own tessellation patterns on computer software and create their own storyboards.









Cross Curricular Work

We have also seen Computing used in other subjects such as writing about the Easter Story in RE, editing playscripts in Literacy, writing blogs of our favourite books and creating maps of a Vikings journey.



Black Saturday, It is also known as Easter Eve. Easter Even. Black Saturday or the Saturday before Easter. Holy Saturday commemorates the day that Jesus lay in his tomb after he died. He was resurrected on Easter Sunday. Easter Sunday. Easter Sunday snown as Resurrection Sunday is a happy day for Divitations, as they believe that Jesus rease from

day for Christians, as they believe that Jesus rose from the dead, and that this resurrection symbolises that death is not the end. Jesus resurrection was on the third day after his crucificion by the romans.

nis crucificion by the romans.

This is all the events that happened in the Easter Story!

By Elishe!





Online Safety

We have continued to add a tip of the week to the school newsletter as useful reminders to parents. We have also used Twitter to keep parents up to date on current online safety issues by retweeting 'National Online Safety' weekly safety guides.





This year we launched the Safer Schools App to Staff and Parents. It is a great app that has all the relevant and up to date Online Safety issues. It also sends out Push Notifications when there is a major Online Safety incident or when there is something very important to share. It also provides a weekly video update.



<u>eCadets</u>

Our eCadet program has had to be run a little differently to usual this year due to the Covid restrictions but they have all still worked hard to keep their classmates safe.



They all held two eCadet drop in sessions in their class bubbles around Online Bullying and gaming. They were very helpful to their peers if anyone needed advice.

They have delivered lessons within class on Digital Wellbeing and Phishing and also attended an eCadet webinar all about Digital Footprints.







Safer Internet Day

This years Safer Internet was held on 9th February 2021 and took place as part of our whole school remote learning.

Class teachers sent work out for the children to complete and they this is what they did at home.



to the Digiduck story then created their own Digiduck masks.



















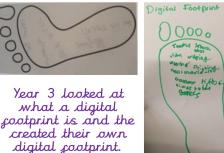


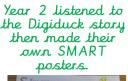
Reception listened to the to the
Digiduck
story
then
wrote a
letter to
the Wise
Old Owl.















Year 4 looked at the importance of talking to someone if they are worried about anything online and how to deal with false information.









Year 5 created their own Online Sagety posters.





For Safer Internet Day, the children watched an assembly hosted by Barefoot Computing, around the theme of 'phishing.' The children then played on a 'phishing' game, where they applied their newly learnt knowledge and skills to determine phishing sites and spotting different ways 'phishers' try to catch you out. Brodie went one step further, and created an informative audio-PowerPoint, touching on how to spot fake news and websites. The link to her work is on the school YouTube channel: https://youtu.be/ ejRVajYFDA.

Year 6

Remote Learning

From January 2021 to March 2021 the school closed due to Covid-19 and all learning took place remotely. Our staff really stepped up and produced fantastic Sways, videos and lessons to support their pupils. Staff, pupils and parents had to learn quickly how to adapt and we set up Class Dojo and Microsoft Teams to enable us to keep in touch through live lessons, meetings and direct messaging plus gave us the platforms we needed to support children learning from home.

We set up a Home Learning Champions section on the school Newsletter to recognise the hard work that the children were putting in with their learning at home.

