



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.



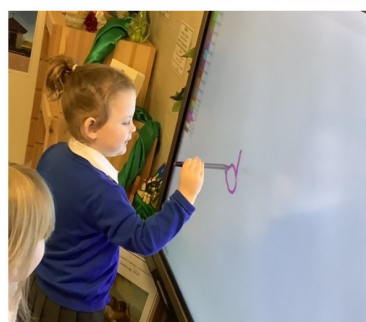
Making their own music on Chrome music lab and using 2Paint to create masterpieces.



Recording sentences on the talking clipboards.



Using remote control vehicles to sequence the stories.

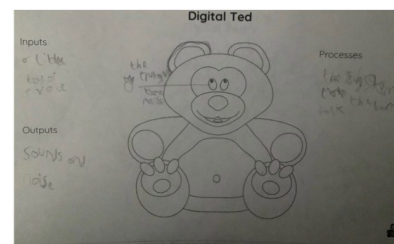
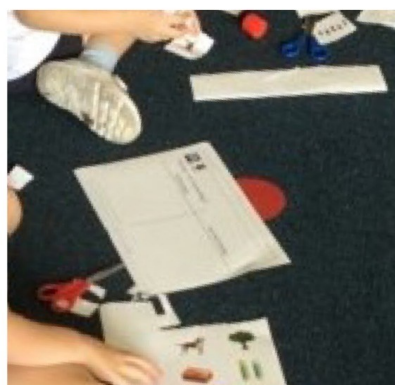
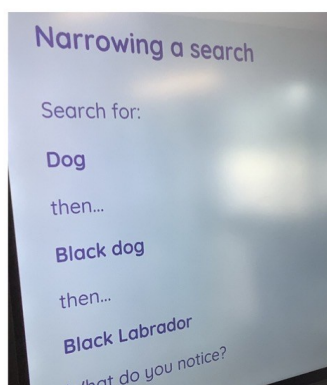
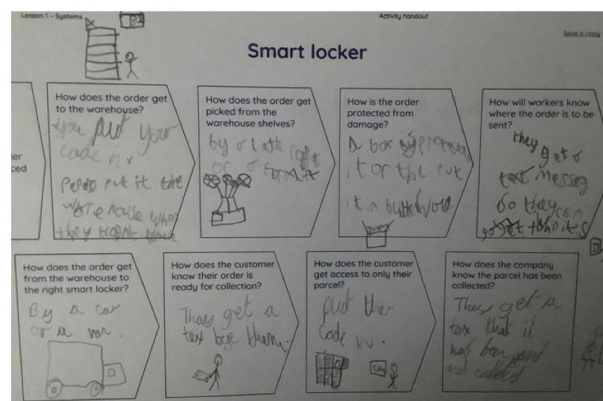
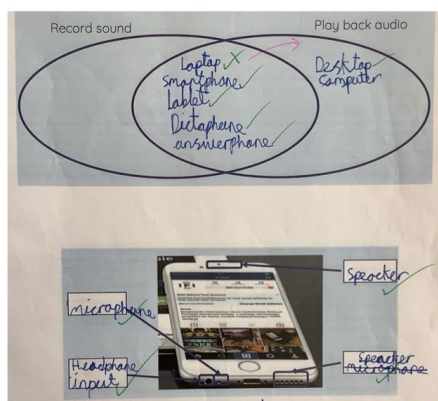
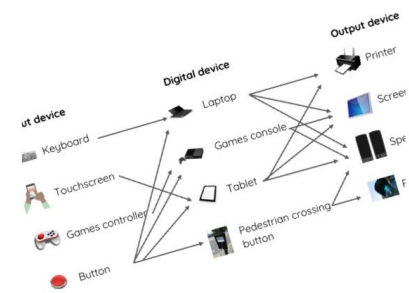
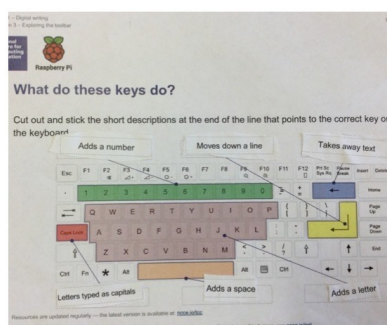


Computing Systems and Networks

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

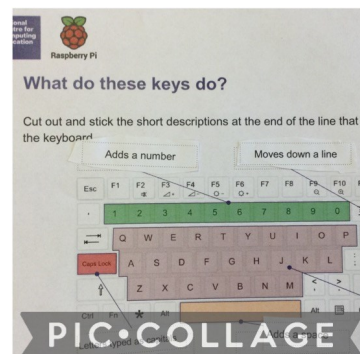
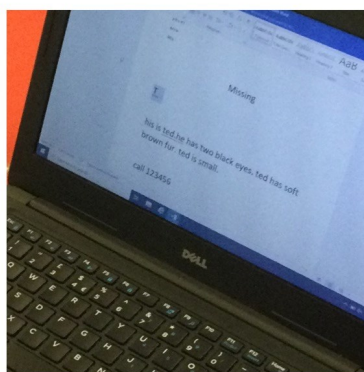
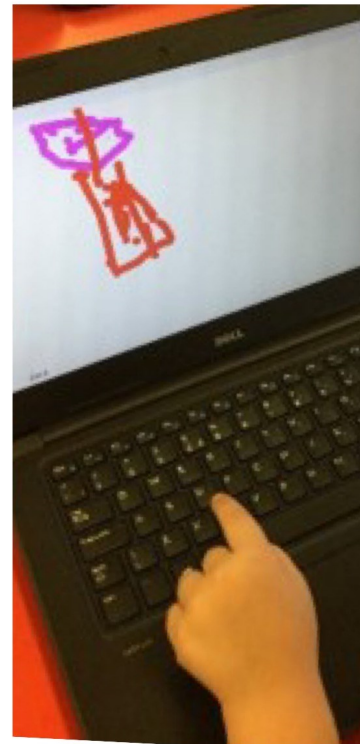
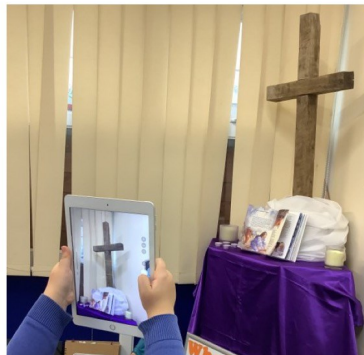
In KS1 the children have been choosing appropriate tools to create digital art and using a computer to create and edit text. They have been capturing and editing digital photos and exploring rhythms to create their own musical piece.

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 | Website Name <u>https://know more website</u> |
| Header / Title <u>Cold war</u> | |
| | |
| <u>Cold war was a non physical war</u> | <u>USA & USSR were using in many things</u> |



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?

How many teachers to school?

How many teachers to school?

How many teachers to school?

Circle your answers.

Which two had the same number?

Which had the least votes?

Which got two votes?

Which were the most popular ways to go to school?



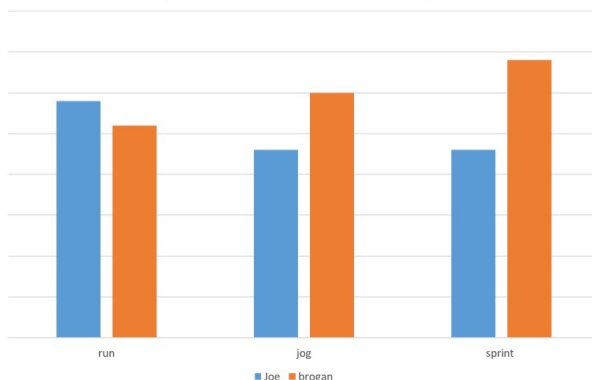
Which format?

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

| | Date of survey | Name | Method of travel | Distance in miles | Duration of journey |
|---|----------------|--------|------------------|-------------------|---------------------|
| 1 | 18/10/2021 | Pierre | Car | 4.2 | 0:24:00 |
| 2 | | David | Bus | 2.3 | 0:15:00 |
| 3 | | Yvonne | Bus | 2.3 | 0:15:00 |
| 4 | | Sam | Walking | 0.8 | 0:21:00 |
| 5 | | Amy | Bus | 6.2 | 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.co.uk. This resource is licensed under the Open Government Licence, version 3. For more information on this licence, see [ogp.gov.uk](https://www.ogp.gov.uk).

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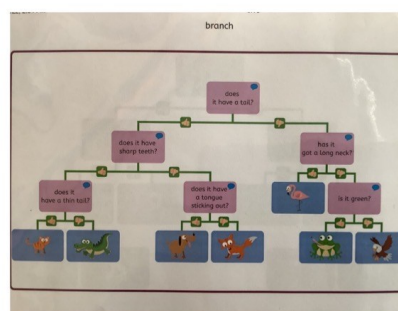
Last updated: 28-01-21

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 reasons 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 it and credited the owner. |
| Philip | ✗ | he didn't credit nor change it. |
| Abdul | ✗ | he didn't get copyright rights. |
| Pierre | ✓ | He was able to use them. |
| Mel | ✗ | She wouldn't be able to trouble it. She cited it as a source. |
| Kobi | ✗ | He needs to be cited. |

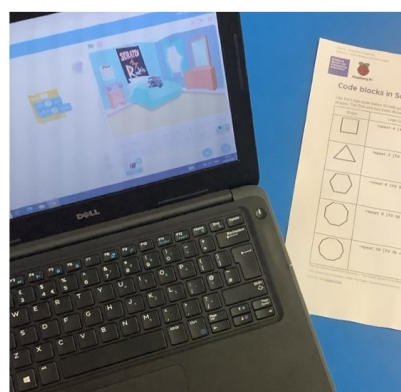
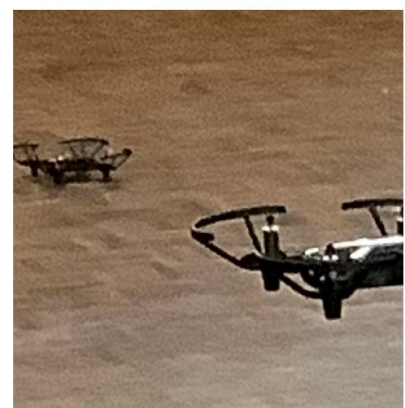
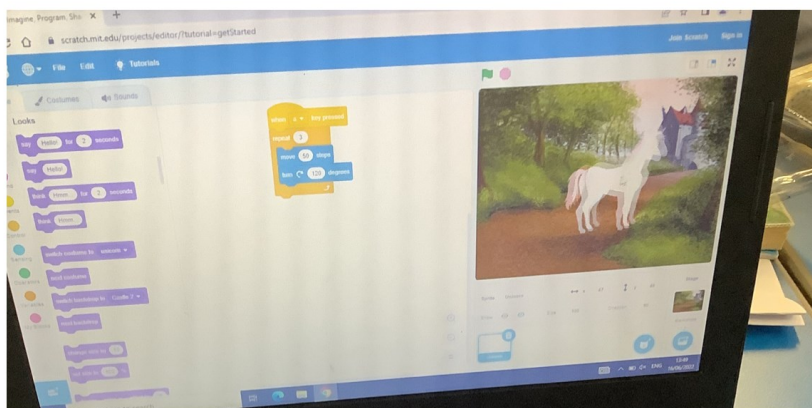
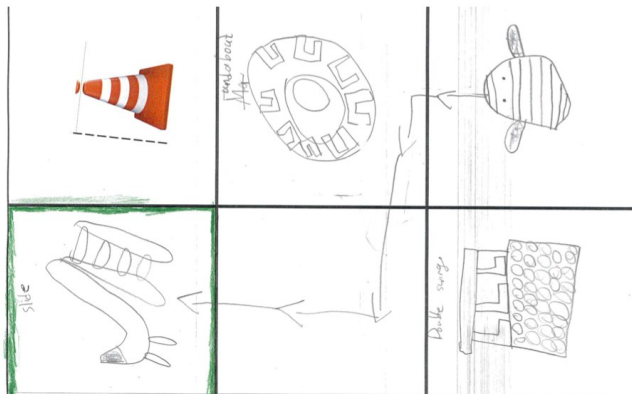
Resources are updated regularly - the latest version is available at: www.nps.co.uk.

Programming

Years 1-6

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PIC•COLLAGE

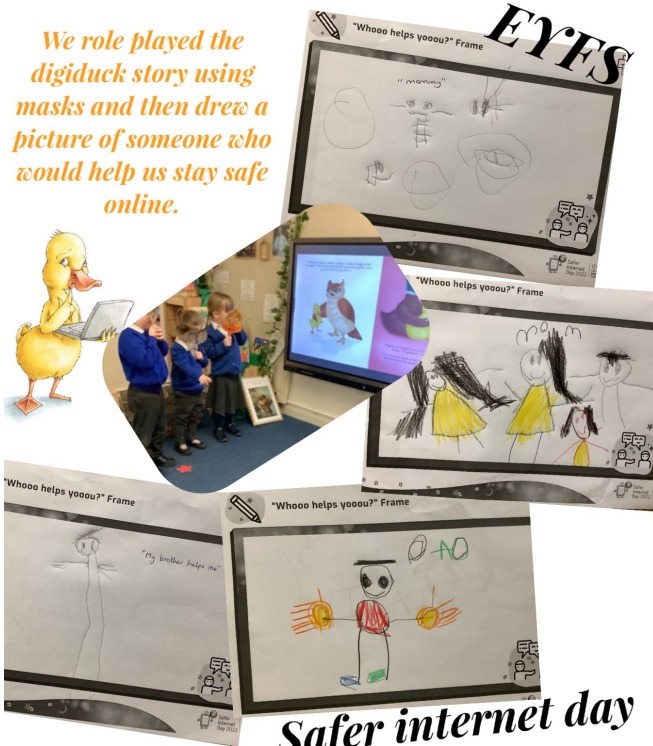
Safer Internet Day

8th February 2022

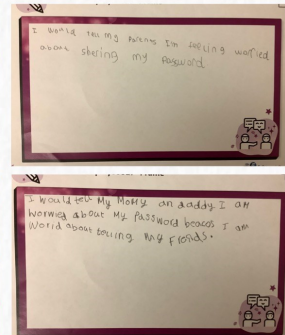
The children always enjoy Safer Internet Day and this year was the same as the theme was 'All fun and Games'.

EY/KS1

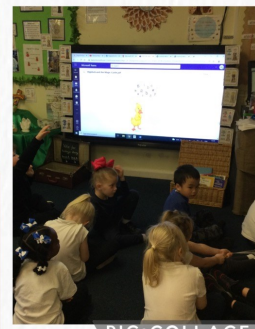
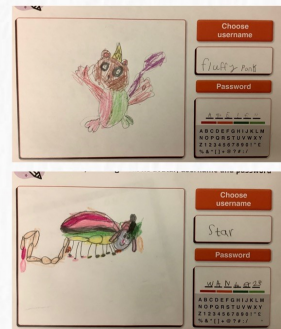
We role played the digiduck story using masks and then drew a picture of someone who would help us stay safe online.



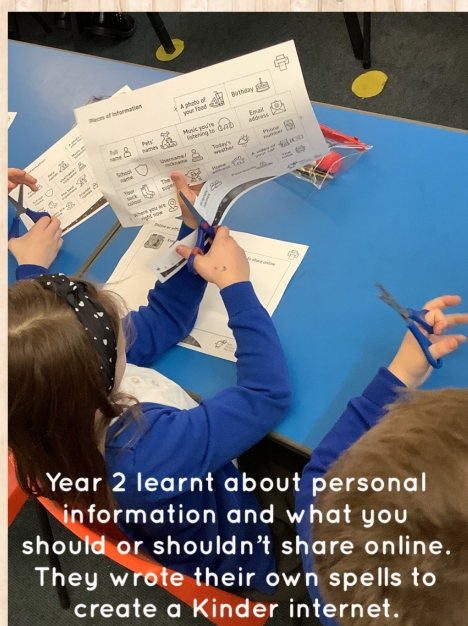
Safer internet day



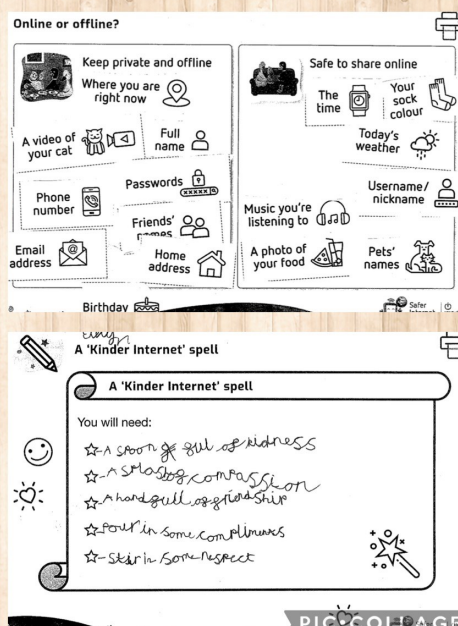
Year 1 listened to the Digiduck story and discussed who would help them stay safe online. They created their own Magic Castle avatar, username and password thinking carefully about not sharing personal information.



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.



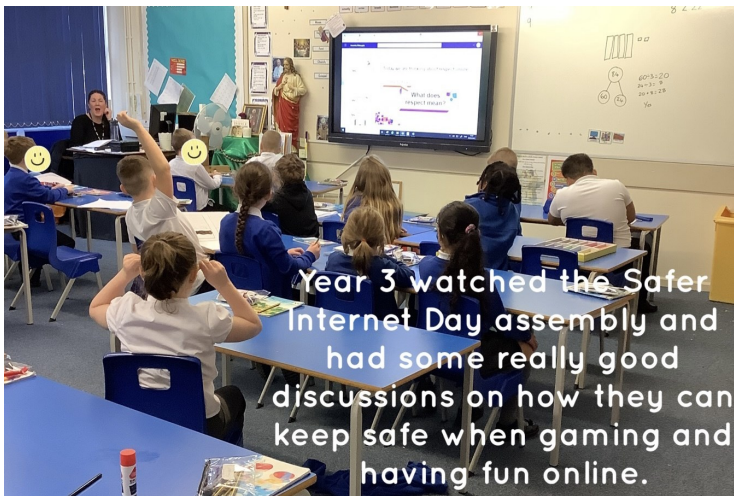
PIC-COLLAGE

Safer Internet Day

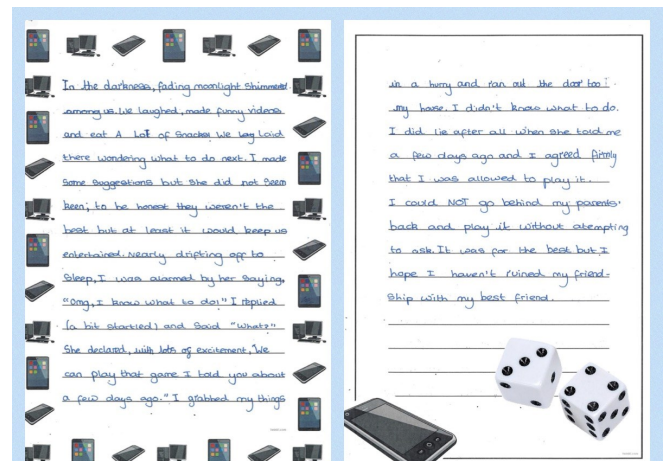
8th February 2022

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.



My Gaming Guide

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

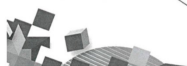
Key advice
If someone text you that you don't know tell a parent or an older brother or sister. Also if you see a link at the top of the screen do not click.

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.



My Gaming Guide's Name
bat6464

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.



My Gaming Guide Lexi

When/how they will appear
My guide is going to appear at the top of the screen.

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



My Gaming Guide's Name
Lexi

Key advice
Do not be rude to anyone. Do not be rude to anyone. Do not be rude to anyone.

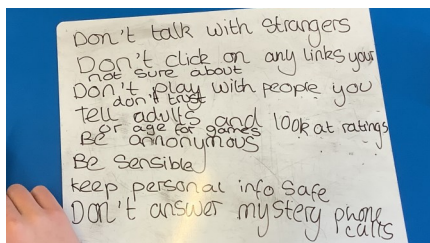


Online Safety

Whole school community

We have continued to provide a tip of the week every week on the newsletter so support parents in keeping their children safe online. We also retweet the weekly #WakeUpWednesday National Online Safety posters on our Twitter page.

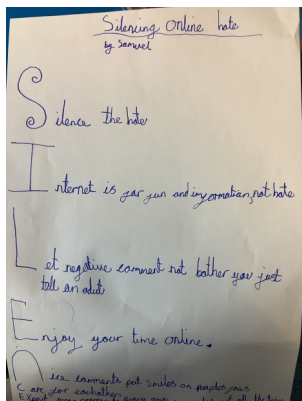
Every year group also has a dedicated Online Safety lesson every half term. As well as this we have been sharing Online Safety stories to tie in with the schools 'Year of Reading'. A Online Safety story display was created where classes can take stories and share them in class.



Online safety hero says...



Online safety hero says...



Pick one of the Digital Citizens and draw how you will be like that character next time you're online.



eCadets

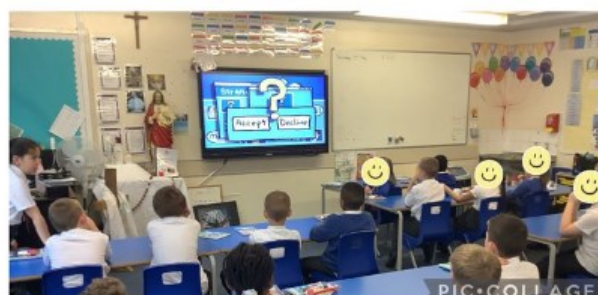


Our eCadet program works so well as it really empowers children to teach each other about online safety. Our eCadets this year have worked really hard within their classrooms to share online safety messages and deliver lessons. Here are some of things they have been teaching this year!

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 @OurLadyandAlls1

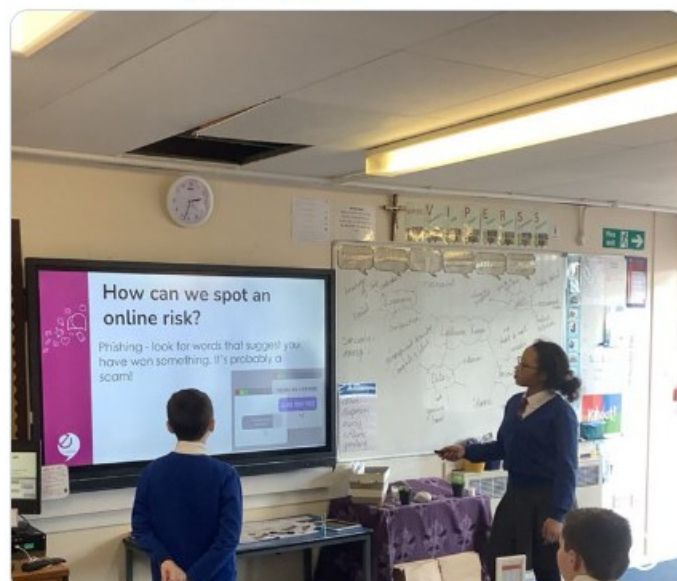


Our Year 4 @eCadets are teaching their peers all about the importance of passwords. #OnlineSafety

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 @OurLadyandAlls1

