COMPUTING

CURRICULUM REPORT 2022-23

Computing curriculum

This is our 2nd year of using the NCCE Teach Computing curriculum, we moved units around in some year groups to enable the curricular to be taught in a way that suited each year group.

We introduced the use of Seesaw this year as a way of evidencing everything we are doing in Computing as well as giving them more opportunities to work online. Seesaw is an online learning platform, where teachers can set activities and children can upload their own work. The children picked up how to use it really quickly and has given us a whole years worth of Computing evidence for all taught units.

EYFS

Technology is no longer in the EYFS curriculum but the Early Years Team still give the children plenty of opportunities to use technology through playing, exploring during active learning and allowing them to create and think critically.
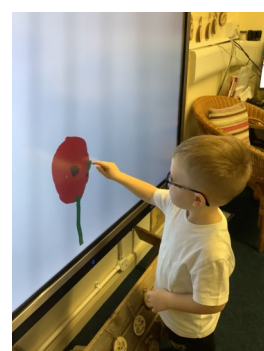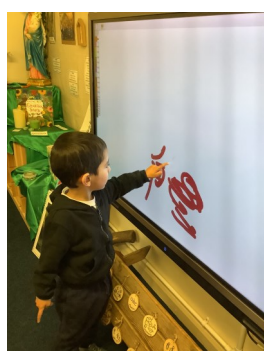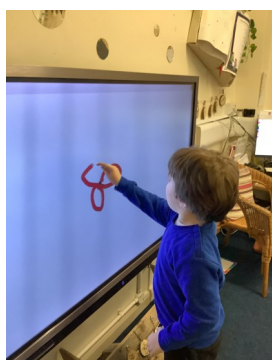
Computing Systems and Networks
Years 1-6

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 in the wider community. They have found out the different parts of a computer and what they are used for.

KS2 have been learning about digital inputs and outputs, recognising that the internet is made up of many networks, that data is transferred in packets and how to safely search the Internet by recognising what is true and false information. This strand also showed the children how we communicate via the internet and ways to keep themselves safe online.

You can check out our padlet (QR above) for more examples of what the children have been learning throughout the school.
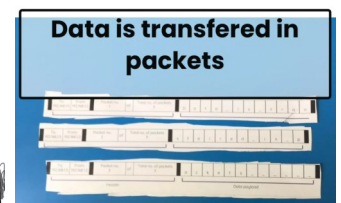

Technology / Not technology

Shopping list

	bananas 4p	
	carrots 3p	
	milk 10p	

How much money will I need?

17 p

Product list

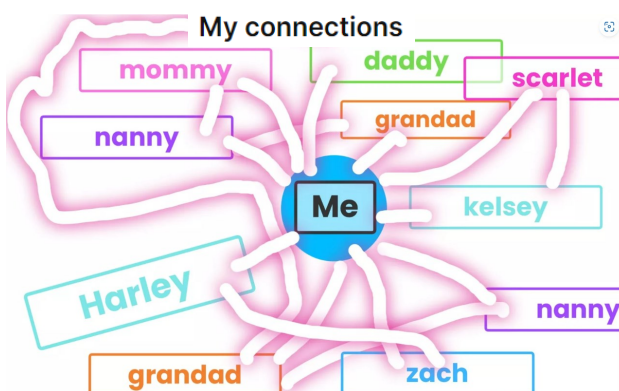|		
Beans		5p
Carrots		3p
Milk		10p
Bananas		4p
Cheese		10p
Bread		8p
Peas		2p

Who does this belong to?

Dan TDM YouTube channel www.youtube.com/user/TheDiamondMinecart/videos

1. Am I allowed to view this content? Yes / **No**
2. Am I allowed to download this content? Yes / **No**
3. Am I allowed to use this content as my own? Yes / **No**
4. Who owns this content? **Dantdm (the person who made the content)**

Official Lego website www.lego.com/en-gb

1. Am I allowed to view this content? **Yes** / No
2. Am I allowed to download this content? **Yes** / No
3. Am I allowed to use this content as my own? Yes / **No**
4. Who owns this content? **The people who made the game**

Scratch projects page scratch.mit.edu/explore/projects/all

1. Am I allowed to view this content? **Yes** / No
2. Am I allowed to download this content? **Yes** / No
3. Am I allowed to use this content as my own? **Yes** / No
4. **The person who created it**

Data is transfered in packets

Which method would you choose to communicate...

whatsapp because of groups	Make arrangements to meet friends	Talk to a friend or relative in another country	whatsapp
post to friends or family on facebook	Share pictures of a family holiday or special occasion	Advertise a school event (for example, a play or disco)	newspaper or poster
facetime because you can speak face to face	Wish someone a happy birthday	Publish a story that you have written	book or newspaper

My connections

mommy, daddy, scarlet, nanny, grandad, Me, kelsey, Harley, nanny, grandad, zach

Looking at number of search results

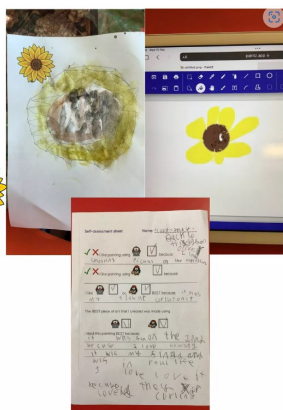| I will search for	How many results?
" monkey "	1,140,000,000
then...	
" golden Monkey "	131,000,000
then...	
" rainforest golden monkey "	4,650,000

What did I notice?

Media
Years 1-6

In KS1 the children have been looking at paint tools to create digital art and using a computer to create and edit text. They have been capturing and editing digital photos as well as exploring rhythms to create their own musical piece using the Chrome Music Lab.

KS2 have been creating their own stop frame animations, creating their own audio podcasts and looking at different angles when creating a video. They have been using Publisher and Google pages to create their own publications and webpages and explored Google drawings and Tinkercard to create vector drawings and 3D models.

Throughout KS2 the children have been showing consideration for copyright by learning how to search for content that is free to use.

Check out our

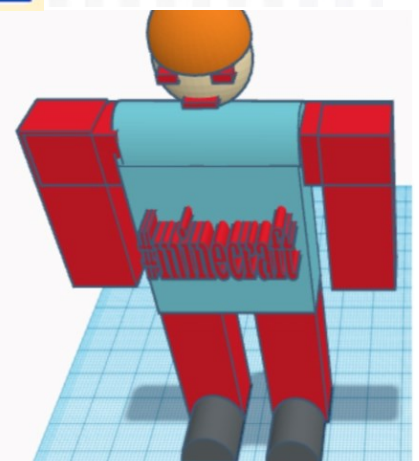Using Light – Which photo is the clearest?

Using shapes

Happy Birthday Kevin!

THE PARTY IS AT 2PM
AT THE FARM
RSVP TO KEVIN'S DAD
0121 944 2890
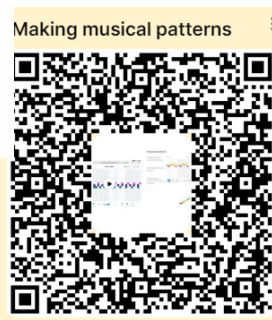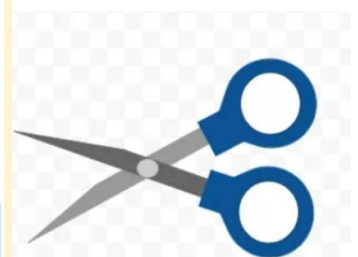
Making musical patterns

WW1 facts and features

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 and creating their own pictograms on j2data.

KS2 starting by using and creating branching databases using yes/no questions. They have used flat-file databases to order data using search tools to narrow results. They have created charts in excel and used it to create a spreadsheet to organise and cost a party.
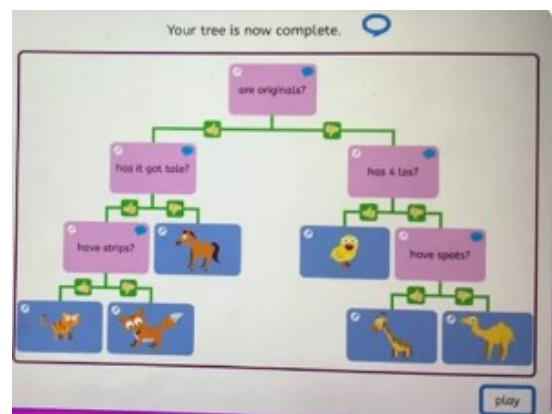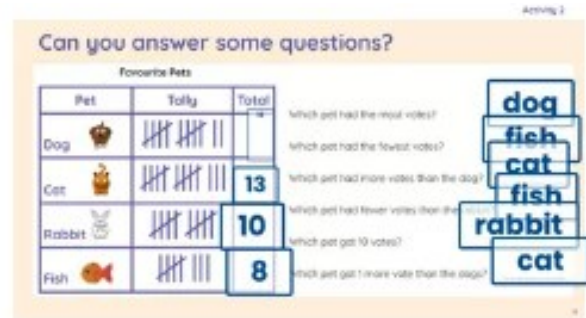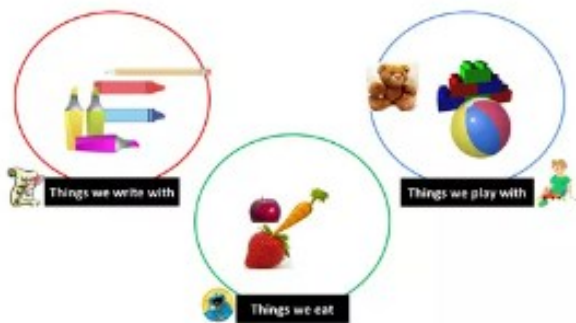
- Which countries in the database use the Euro as currency? belgium, france, greece spain, Italy and au
- Which two countries are Chinese-speaking? china and hong kong
- Which country has a population of 8,800,000? austria
- Which countries have a population of over 100,000,000? mexico, japan, russia, brazil, united states, india and china

Use the country database to answer the questions above.

Programming
Years 1-6

The children in KS1 have been exploring the floor robot—Beebot. Y1 have looked at how the robot works and what buttons you need to make it work. Y2 have been writing their own programs and designing their own Beebot mats. They have also explored Scratch JR. They have learnt about the different blocks and created simple and more complex programs.

In KS2 we have been using Scratch to sequence events in a program, debug any problems. They have been using selection and repetition when using count controlled or forever loops. This has helped them create music, games and quizzes.

We were lucky enough to purchase a class set of Crumbles and used those in both Years 5 and 6. The children really enjoyed exploring physical computing.

Debugging programs

Drawing initials

Draw your initial in the grid below. Keep it as simple as possible and only use 90° turns.

FORWADS 100

TURN LEFT 90

FORWARDS 100

FORWARDS 200

TURN LEFT 90
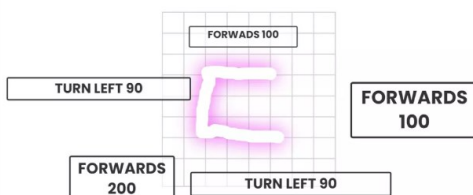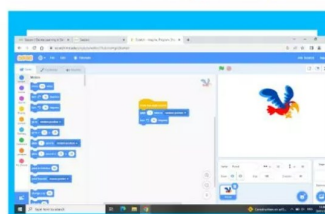
Can you make the

Can you make the

Disco Dancer

My Design
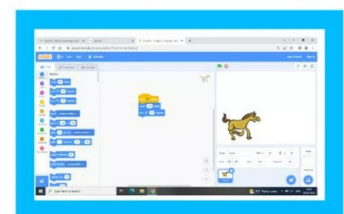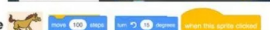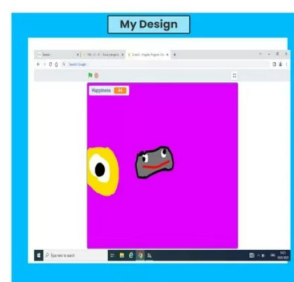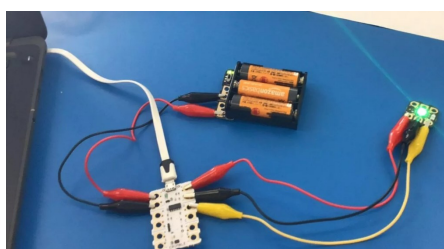
Screenshots of the variables I created.
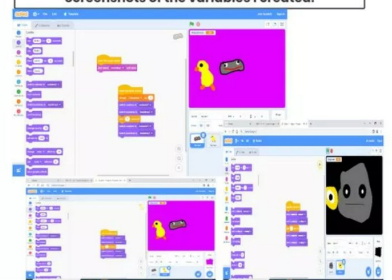
Safer Internet Day
7th February 2023

This year's theme was 'Want to talk about it?' this gave the children the chance to talk about their online experiences both what they enjoy and what they would want to change.

EY/KS1
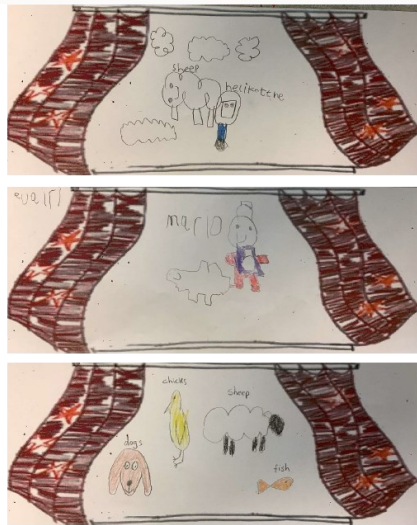
Early Years
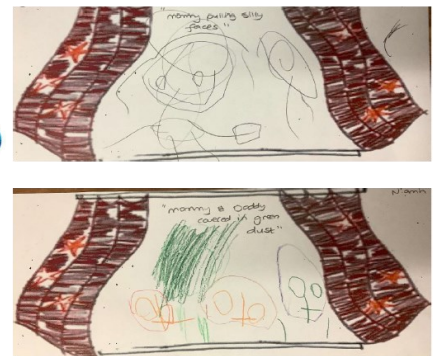
Early Years enjoyed listening to the story Hanni and the Magic window. They drew pictures of something that they would like to see through the magic window.

Year 1

Year 1 listened to the story of Hanni's magic window. They thought about times they had been scared. They used the voice recorder to talk about what happened and who helped them.

SCAN ME
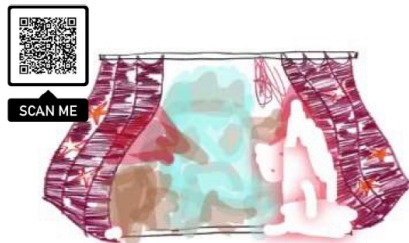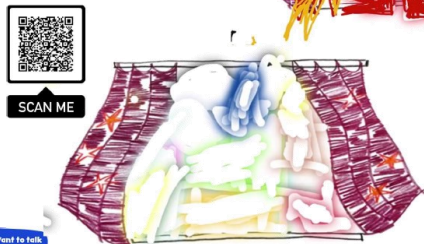
Year 2

Year 2 listened to the story of Hanni's magic window. They thought about times they had been scared online. They all told a trusted adult about what happened.

Safer Internet Day
7th February 2023

KS2

Year 3

What do you like doing online?

i like playing on the phone with my sister

What do you dislike about being online?

I dont like when i get bullied

I like playing whith my friends

What do you like doing online?

What do you dislike about being online?

i do not like when someone bully me

What do you like doing online?

i like playing games

What do you dislike about being online?

when people i dont know text me and when people try to add me

Year 3 shared what they like and dislike about being online.

What do you like doing online?

What do you dislike about being online?

messages not good message

Our eCadets delivered a fantastic session on what internet safety is all about. The children 'got talking!' They debated their ideas and came up with some questions they wanted to talk about.

What is Safer Internet Day?

Year 4
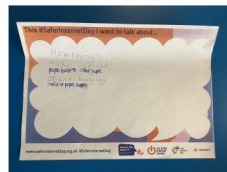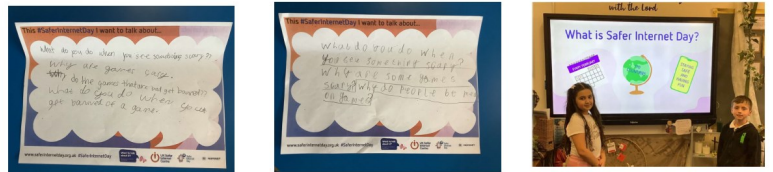
Year 5

Year 5 used PowerPoint to write their own Online Safety story. Here are a couple of examples as the others are a work in progress.
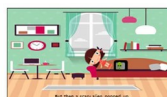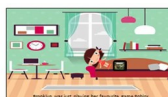
Year 6
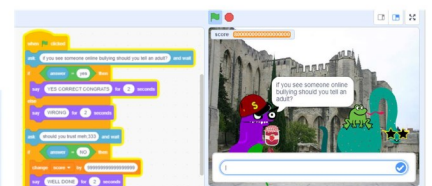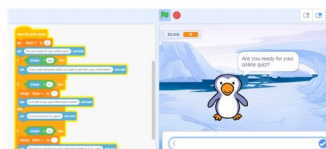
Year 6 created an Online Safety quiz in Scratch using the knowledge they have been learning in their computing lessons around Variables. The quiz had to have a score variable and at least 5 true or false questions.

eCadets

The eCadet program officially ended at the start of this year but we decided to keep it going with our own activities. The eCadets started off the year by completing online activities to complete a digital passport. They looked at safe passwords and created a top tips poster to display around school.

On safer internet day the eCadets read Online Safety stories to the children in Early Years and KS1. They had to carefully choose a story that they thought was appropriate for the class they were reading to and say why they chose it.

They ended the year leading a whole school assembly. They used the story #Goldilocks to highlight the dangers of oversharing online. They asked lots of questions and got some fantastic responses.

TOP TIPS

How to make a strong password

hackers can log in to your website if you dont have a good password

USE 3 of yor favorite words or 2 and mix in upper lower case and letters or symnols

so dont use 123456 or PASSWORD

WARNING

PASSWORD PROTECT

Nice Work!
lilly

Password	Strength	Percentage
	MAX	100%

common sense digital passport

SHARE JUMPER

Nice Work!
Ren

	Time	Percentage
Round 1	3:26	90%
Round 2	2:49	90%
Round 3	2:56	100%

common sense digital passport

The story we have chosen is

ONCE UPON A TIME ONLINE

We have chosen this story because:
It looks good for year 1 ,its short,its colourful and it will help them with internet safty

Computing Event
10th July 2023

We were very kindly invited to St Peters Catholic School to take part in a Computing event. We chose 3 girls and 3 boys from Year 5 who competed against other schools in our multi academy trust.

The children took part in five challenges which included:

Parts of a Computer, binary bingo, magic algorithm, lego dinosaurs and a cypher task. The children had to try and complete each challenge in the time allocated and they also go extra points for teamwork.

We are very pleased to say that our Year 5 children came 2nd overall earning them a medal which they were extremely pleased about. They also got to look at robots, fly a drone and make their initials out of old keyboard keys.