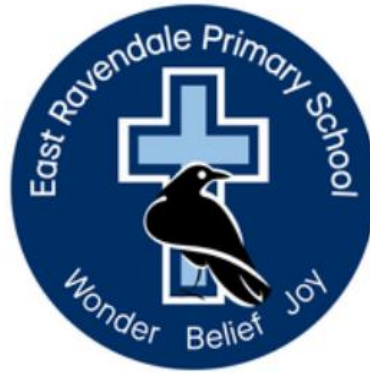




OVERVIEW COMPUTING CURRICULUM

EAST RAVENDALE C OF E PRIMARY SCHOOL

At East Ravendale, we strive to develop independent, self-motivated and inquisitive learners of all ages. We celebrate our uniqueness and value all as God's children. We aim to give all members of our community opportunities to succeed, now and in the future, knowing they are safe and valued.

Our vision is underpinned by our core values of wonder, belief and joy.

"I can do all things through God who strengthens me." Philippians 4:13



Computing at East Ravendale

At East Ravendale, our computing curriculum is central to achieving our vision of inspiring independent, inquisitive and self-motivated learners who know they are safe, valued and wonderfully unique as God's children. Guided by our Christian foundation and the words *"I can do all things through God who strengthens me"* (Philippians 4:13), we equip pupils with the confidence, skills and moral purpose to thrive in a rapidly evolving digital world.

Through an engaging, inclusive and progressive computing curriculum, pupils develop the knowledge and understanding needed to become confident, responsible and creative users of technology. By the time pupils leave East Ravendale, they are equipped with the skills, understanding and character to flourish in the 21st century. They use technology safely and responsibly, apply their learning with confidence, and embody our values in all that they do—ready to become positive change-makers in an ever-connected world.

Wonder

We inspire wonder by encouraging pupils to explore, question and discover the possibilities of technology. Through engaging and creative experiences, pupils develop curiosity about how digital tools work and how they can be used to solve problems and express ideas across the curriculum.

Belief

We build belief by supporting pupils to become confident and independent users of technology. Through a structured and progressive curriculum, pupils develop resilience, trust in their abilities and the understanding that, with effort and determination, they can succeed and thrive in a digital world.

Joy

We promote joy by creating a positive, inclusive environment where pupils enjoy learning, creating and collaborating with technology. Pupils celebrate their achievements, work together with kindness and enthusiasm, and experience the excitement of using their skills to make a meaningful impact.

Cycle A LTP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Computing Systems & Networks: Getting to Know Technology	Digital Painting	Programming	Digital Writing	Digital Photography	
KS1	Computing Systems & Networks – Technology Around Us/IT Around Us	Programming - Moving a Robot	Creating Media - Digital Painting	Data and Information - Grouping Data	Creating Media - Digital Writing	Programming - Robot Algorithms
LKS2	Computing Systems & Networks – Connecting Computers/The Internet	Creating Media - Audio Production	Programming- Events and Actions	Data & Information - Data Logging	Creating Media - Stop Frame Animation	Programming - Repetition in Games
UKS2	Computer Systems & Networks - Systems and Searching	Creating Media - Video Production	Programming - Selection in Physical Computing	Data & Information - Flat File Databases	Creating Media - Introduction to Vector Graphics	Programming - Variables in Games

Cycle B LTP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Computing Systems & Networks: Getting to Know Technology	Data & Information	Programming	Digital Writing	Creative Technology Project	
KS1	Computing Systems & Networks – Technology Around Us/IT Around Us	Creating Media - Digital Photographs	Programming - Programming Animations	Data & Information - Pictograms	Creating Media - Digital Music	Programming – Programming Quizzes
LKS2	Computing Systems & Networks – Connecting Computers/The Internet	Creating Media - Desktop Publishing	Programming - Sequencing Sounds	Data & Information - Branching Databases	Creating Media - Photo Editing	Programming - Repetition in Shapes
UKS2	Computing Systems & Networks - Communication and Collaboration	Creating Media - Webpage Creation	Programming - Selection in Quizzes	Data & Information – Introduction to Spreadsheets	Creating Media - 3D Modelling	Programming - Sensing Movement