Computing at
Kentish Town C of E - EYFS

Key Learning

EYFS:

Oak class (Nursery) children should ...

Explore how things work: provide mechanical equipment for children to play with and investigate, e.g. wind up toys, pulleys, sets of cogs with pegs and boards.

Acorn class (Reception) children should ...

Recognise some similarities and differences between life in this country and other countries (use images and video clips to bring the wider world into the classroom. Listen to what the children say about what they see.

Draw information from a simple map: look at aerial views of the school setting, encouraging children to comment on what they notice, recognising buildings, open space, roads and other simple features.

Enrichment:

- Technological toys available in the EYFS including remote control cars, Beebots and Bluebots, and access to computers.

- Visits from/to the CLC for specialist coding input and use of resources.

- Safer internet week to include videos appropriate for EYFS.

Key Vocabulary:

Press, turn on, turn off, computer, camera, iPad, phone.

Intent: Our children will enjoy a rich curriculum involving aspects of computer science, digital literacy and information technology, equipping them with the confidence and ability to communicate their ideas and passions digitally, in a variety of different ways. We, as teachers, will aim to model the positive use of technology throughout our curriculum and through our school's online presence.

Key Learning

Year 1 (Ash): Children should …

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Use technology safely and respectfully, keeping personal information private; knowing where to turn to for assistance.

Enrichment:

- Visits from/to the CLC for specialist coding input and use of resources.

- Use of Beebots and Bluebots.

- Safer internet week to include videos appropriate for KS1.

Key Vocabulary:

Debug, programs, store, retrieve, digital content, password, digital device, logical, report, information technology.

Intent: Our children will enjoy a rich curriculum involving aspects of computer science, digital literacy and information technology, equipping them with the confidence and ability to communicate their ideas and passions digitally, in a variety of different ways. We, as teachers, will aim to model the positive use of technology throughout our curriculum and through our school's online presence.

Key Learning

Year 2 (Willow): Children should …

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Use technology safely and respectfully, keeping personal information private; knowing where to turn to for assistance.

Enrichment:

- Visits from/to the CLC for specialist coding input and use of resources.

- Use of Beebots and Bluebots.

- Safer internet week to include videos appropriate for KS1.

Key Vocabulary:

Debug, programs, store, retrieve, digital content, password, digital device, logical, report, information technology.

Intent: In a digital age increasingly reliant upon technology, it is vital that our children leave Kentish Town Primary School with the skills and knowledge to both navigate and safely thrive in this environment. Our children will enjoy a rich curriculum involving aspects of computer science, digital literacy and information technology, equipping them with the confidence and ability to communicate their ideas and passions digitally, in a variety of different ways. We will model the positive use of technology throughout our curriculum and through our school's online presence.

End of KS1 outcomes:

Pupils should be taught to:

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Recognise common uses of information technology beyond school.

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Intent: Our children will enjoy a rich curriculum involving aspects of computer science, digital literacy and information technology, equipping them with the confidence and ability to communicate their ideas and passions digitally, in a variety of different ways. We will model the positive use of technology throughout our curriculum and through our school's online presence.

Key Learning

Year 3 (Cedar): Children should …

Design, write and debug programs that accomplish specific goals, solve problems by decomposing them into smaller parts

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Use search technologies effectively

Use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of content that accomplish given goals, including collecting, and presenting data and information

Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Enrichment:

Visits from/to the CLC for specialist coding input and use of resources.

Use of Scratch to create games, quizzes etc.
Use of robotics and sensors.

Use of iPads to film and edit .
Safer internet week to include videos appropriate for LKS2.

Key Vocabulary:

Debug, programs, store, retrieve, digital content, password, algorithm, digital device, logical, report, information technology, search technologies, software, hardware, unacceptable use, sequence, errors, evaluate, collecting, presenting

Intent: Our children will enjoy a rich curriculum involving aspects of computer science, digital literacy and information technology, equipping them with the confidence and ability to communicate their ideas and passions digitally, in a variety of different ways. We will model the positive use of technology throughout our curriculum and through our school's online presence.

Key Learning

Year 4 (Sycamore): Children should …

Design, write and debug programs that accomplish specific goals, solve problems by decomposing them into smaller parts

Use sequence, selection, and repetition in programs

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Use search technologies effectively and be discerning in evaluating digital content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, content that accomplish given goals, including collecting, and presenting data and information

Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Enrichment:

Visits from/to the CLC for specialist coding input and use of resources.

Use of Scratch to create games, quizzes etc.
Use of robotics and sensors.

Use of iPads to film and edit .

Safer internet week to include videos appropriate for LKS2.

Key Vocabulary:

Debug, programs, store, retrieve, digital content, password, algorithm, digital device, logical, report, information technology, search technologies, software, hardware, unacceptable use, sequence, errors, evaluate, collecting, presenting

Intent: Our children will enjoy a rich curriculum involving aspects of computer science, digital literacy and information technology, equipping them with the confidence and ability to communicate their ideas and passions digitally, in a variety of different ways. We will model the positive use of technology throughout our curriculum and through our school's online presence.

Key Learning

Year 5 (Chestnut): Children should …

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Use sequence, selection, and repetition in programs; work with variables

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Use search technologies effectively, and be discerning in evaluating digital content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Enrichment:

Visits from/to the CLC for specialist coding input and use of resources.

Use of Scratch to create games, quizzes and a clock.

Use of robotics and sensors.

Use of iPads to film and edit together movies.

Use of Python to explore geometry.

Safer internet week to include lessons on privacy and personal information on the internet.

Key Vocabulary:

Debug, programs, store, retrieve, digital content, password, algorithm, digital device, logical, report, information technology, search technologies, software, hardware, unacceptable use, sequence, errors, evaluate, collecting, presenting, simulating, physical systems, decomposing, variables, detect, computer network, world wide web.

Intent: Our children will enjoy a rich curriculum involving aspects of computer science, digital literacy and information technology, equipping them with the confidence and ability to communicate their ideas and passions digitally, in a variety of different ways. We will model the positive use of technology throughout our curriculum and through our school's online presence.

Computing at
Kentish Town C of E - KS2

Key Learning

Year 6 (Beech): Children should …

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Enrichment:

Visits from/to the CLC for specialist coding input and use of resources.

Use of Scratch to create games, quizzes and a clock.

Use of robotics and sensors.

Use of iPads to film and edit together movies.

Use of Python to explore geometry.

Safer internet week to include lessons on privacy and personal information on the internet.

Key Vocabulary:

Debug, programs, store, retrieve, digital content, password, algorithm, digital device, logical, report, information technology, search technologies, software, hardware, unacceptable use, sequence, errors, evaluate, collecting, presenting, simulating, physical systems, decomposing, variables, detect, computer network, world wide web.

Computing at
Kentish Town C of E - KS2

End of KS2 outcomes:

Pupils should be taught to:

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.