Teach Computing curriculum overview
Chilham St Mary's CE Primary School

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1/2	A	Data and Information: Grouping Data	Programming: Moving a Robot	Media: Digital Writing	Data and Information: Pictograms	Programming: Robot Algorithms	Media: Digital Music
	B	Computer systems and networks: Technology Around Us	Programming: Animations	Media: Digital Painting	Computer systems and networks: IT Around Us	Programming: Quizzes	Media: Digital Photography
3/4	A	Data and Information: Branching Databases	Programming: Sequencing Sounds	Programming: Events and Actions in Programmes	Data and Information: Data-logging	Media: Desktop Publishing	Programming: Repetition in games (Lessons 2-6)
	B	Computer systems and networks: Connecting Computers	Programming: Repetition in shapes	Media: Stop Frame Animation	Computer systems and networks: The Internet	Media: Photo Editing	Media: Audio Production
5/6	A	Data and Information: Flat-File Databases	Programming: Selection in quizzes	Media: Vector Graphics	Data and Information: Spreadsheets	Programming: Repetition in Games	Media: 3D Modelling
	B	Computer systems and networks: Systems and Searching	Programming: Selection in physical computing	Media: Video Production	Computer systems and networks: Communication and Collaboration	Programming: Sensing movement	Media: Web Page Creation

Rational:

Our school has adapted the Department for Education's 'Teach Computing Curriculum for KS1 and KS2' (https://teachcomputing.org/) to reflect our mixed age class structure and need for a two-year rolling computing curriculum.

The Teach Computing Curriculum is a progressive learning curriculum with a recommended, but not prescriptive, teaching order. Units have been structured to ensure that the intended skill progression has been adhered to. For example, within data and information, the units have been put in the same year to ensure that the lower year skills are covered before progressing on to the second unit based on higher year group skills. Within programming, the units that use the same software have been put together to support children with retrieval and practising skills. A benefit of this approach is that both **Computing Systems and Networks** unit will be taught in one cycle, and both **Data and Information** units will be taught in the other. By teaching both units of each strand in a single cycle, it removes the possibility of some children being taught those units in the incorrect order. The compromise is that each strand will only be taught every other cycle.

It is important to note that, there are a range opportunities for the use of technology beyond computing lessons in purposeful cross curricula activities. It is also noteworthy that not all areas of the Education for a Connected World framework (2020) are covered within the 'Teach Computing' curriculum. The areas not covered within computing are taught as part of PSHE.