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| **British Values in Computing**  Our Art curriculum provides a vehicle for furthering understanding of the fundamental British values | | | | |
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| Mutual Respect | Tolerance of those of different faiths and beliefs |
| * In computing, we understand the use of rules on computers and the internet, such as when we are allowed to use social media and what we are allowed to post and share. * We understand that rules are to keep others and ourselves safe and to help the internet to be an enjoyable and engaging place. | * In computing children learn to understand and be considerate to the views of other internet users. * We understand that we are each part of the democracy of the internet and that we can each, in our own small way, affect the way the internet exists. * Throughout our Computing curriculum, they are encouraged to take into account the views of others as well as sharing their thoughts and opinions on other’s work. | * In computing we understand how to use our right to freedom of speech in a respectable and thoughtful way, being considerate of how this speech will affect others. * In computing, we explore the freedom the internet and computers offer us in discovering information and connecting us with the world * E-Safety days, to educate children on their rights and personal freedoms as well as supporting them in recognising how to exercise these freedoms safely | * In computing we appreciate and understand the views of others, our right to challenge, question and discuss opinions and views, and to do this in a respectable and thoughtful way. * We understand that as we are connected with the world while accessing the internet, we are exposed to the widest range of views, and we are learning to respect them. | * In computing we understand that we are connected to people across the whole world. * We understand that these are people from different communities, cultures, faiths and beliefs. * We use the opportunities offered in computing to question, challenge and understand people with these different characteristics to support and develop our tolerance of them. |
| **Additional Opportunities:** | | | | |

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|  | **Cycle A**  **Term 1** | **Cycle A**  **Term 2** | | **Cycle A**  **Term 3** | **Cycle B**  **Term 1** | **Cycle B**  **Term 2** | **Cycle B**  **Term 3** |
| EYFS | **Ongoing development of skills:**  Use of Ipads in provision – access phonics/maths games, apps, camera, video…  QR codes – linked to video, games, songs, defining vocabulary…  Story phones – phonics songs, nativity performances, stories, listening to music…  Computers – navigating a mouse, using a keyboard, selecting icons, computer based apps e.g. paint, selecting programmes…  Beebots – programming, algorithms, navigation…  SMART – all areas of learning, independent access…  Chatterbox – speaking and listening opportunities…  E-safety day  Logging onto computer/Ipads  Printing when using computers… | | | | | | |
| Key Stage 1 | ‘A world of discovery’  **Computer Science: Algorithms**  Y1 – BeeBots – Explore a mat.  Y2 – Scratch - Explorer Animation    **ESafety Aut1:** Going Places Safely | Topic: London’s burning’  **Multimedia:**  **Mother’s Day Cards/Invites**  Y1 – Clicker6  Y2 – Word  **ESafety Spr1:** ABC Searching    **ESafety Spr2:** Keep it private | | Topic: Paddington’s Travels’  **Computer Science: Debugging**  Y1 – BeeBots – Debug algorithm to a target location  Y2 – Scratch – Debug Paddington animation  **ESafety Sum1:**  Fun and Games    **ESafety Sum2:** Sending Email | Topic: ‘Enchanted Forest/Toys’  **Computer Science: Algorithms**  Y1 – BeeBots – Explore a mat.  Y2 – Scratch – Traditional tale Animation    **ESafety Aut1:**  Staying Safe Online | ‘Wonderful World’  **Data Handling:**  **Tables and Pictograms**  Microsoft Word  Online Pictogram tools  **ESafety Spr1:** Follow the digital trail  **ESafety Spr2:** Screen out the mean | ‘How does your garden grow’  **Computer Science: Debugging**  Y1 – BeeBots – Debug algorithm to a target location  Y2 – Scratch – Debug Paddington animation  **ESafety Sum1:**  Using Keywords  **ESafety Sum2:** Sites I like |
| Lower Key Stage 2 | Stone Age to Iron Age’  **Computer Science: Pens and drawing**  Scratch – Drawing  **ESafety Aut1:** Powerful Passwords | ‘Greeks’  **Multimedia:**  **Mother’s Day Cards/Invites**  Publisher Bifold  **ESafety Spr1:** My online community. | ‘Greeks’  **Networks**:  Local Area Networks    **ESafety**  **Spr2:** Things for sale | ‘Local Area’  **Computer Science:**  Quiz  **Computer Science: Sounds/ Composition**  Scratch – to be completed in music.  **ESafety Sum1:** Show respect online    **ESafety Sum2:** Good Game | ‘Romans’  **Computer Science:**  **Maze Game**  Scratch  **ESafety Aut1:** Rings of responsibly | ‘Window on the World’  **Data Handling:**  **Excel**  Enter data and create a bar graph.  **ESafety Spr1:** Private and Personal Information    **ESafety Spr2:** The Power of Words | Anglo Saxons  **Computer Science: Anglo Saxon Animation**  Scratch – Drawing  **ESafety Sum 1**  The Key to Keywords?    **ESafety Sum 2**  Whose is it anyway? |
| Upper Key Stage 2 | ‘Poppies, Peace and Power’  **Computer Science:**  Scratch – Clocks and Timers    **ESafety Aut1:** Strong Passwords | Natural Disasters  **Multimedia:**  **Mother’s Day Cards/Invites**  Publisher quarter-fold cards and envelopes.  **ESafety Spr1:** Digital Citizen pledge | Natural Disasters  **Networks**:  How does the internet work?  **ESafety Spr2:** You’ve won a prize | Space  **Computer Science:**  Microbit Rover  **ESafety Sum1:** How to Cite a Site  **ESafety Sum2:** Picture Perfect | Vikings  **Computer Science:**  Scratch – Coin Generator  **ESafety Aut1:** Talking Safely online  **ESafety Aut2:** Check your Status | Egyptians  **Data Handling:**  **Excel**  Examine data, create line graphs, present findings in PowerPoint.  **ESafety Spr1:** Super Digital Citizen  **ESafety Spr2:** Privacy Rules | ‘Rainforests’  **Computer Science:**  Microbit GPIO pins  **ESafety Sum 1**  What’s Cyber Bullying?    **ESafety Sum 2**  Selling Stereotypes |