



Computing Intent and Implementation Statement 2019-2020

All Saints teaches as high-quality computing education program that equips pupils to use computational thinking and creativity to understand and solve problems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to program them. This will enable pupils to become digitally literate at a level suitable for their future studies and as active participants in the digital world.

The pupils at All Saints will be taught computing through the scheme Switched On Computing. This scheme will provide opportunities for pupils to develop computational thinking, program and de-bug software, learn about computer networks and to be creative using a range of digital media.

At All Saints we aim to ensure that all pupils:

- Can understand and apply fundamental principles and concepts of computer science, abstraction, logic, algorithms and data representation.
- Can analyse problems in computational terms and have repeated practical experience in writing computer programs.
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- Are responsible, competent, confident and creative users of information and communication technology.

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Core skills	Programming	Computational Thinking	Creativity	Computer networks	Communication/ Collaboration
Year 1	Computer hardware.	Unit 1.1 We are treasure hunters.	Unit 1.2: We are TV chefs	Unit 1.3: We are painters	Unit 1.4: We are collectors	Unit 1.5: We are storytellers
	Computers	Beebots.	Paint/ Ipads	2paint	Web/ PPT	PPT/2create a story
Year 2	Computing hardware.	Unit 2.1 We are astronauts	Unit 2.2: We are game testers	Unit 2.3: We are photographers	Unit 2.4: We are researchers.	Unit 2.5: We are detectives.
	Computers	Scratch	Scratch	Picas Web	PPT	Excel
Year 3	Computer hardware.	Unit 3.1 We are programmers	Unit 3.2 We are bug fixers	Unit 3.3 We are presenters.	Unit 3.4 We are network engineers	Unit 3.5 We are communicators.
	Computers	Scratch	Scratch	Ipads/imovie	web	Web/ppt
Year 4	Computer hardware.	Unit 4.1 We are software developers.	Unit 4.2 We are toy designers	Unit 4.3 We are musicians	Unit 4.4 We are HTML editors	Unit 4.5 We are co-authors
	Computers	Scratch	Scratch	Audacity/ipads?	firefox	Learning platform
Year 5	Computer hardware.	Unit 5.1 We are game developers	Unit 5.2 We are cryptographers	Unit 5.3 We are artists	Unit 5.4 We are web developers	Unit 5.5 We are bloggers
	Computers	Scratch	Scratch	Inkscape/Scratch	google	Learning platform, ipads?
Year 6	Computer hardware.	Unit 6.1 We are app planners	Unit 6.2 We are project managers	Unit 6.3 We are market researchers	Unit 6.4 We are interface designers	Unit 6.5: We are app developers
	Computers	Prezi	Google app for education	Google/ ipads	Ppt	App inventor