



Rationale for computing: Introducing computing in primary school helps students develop essential skills for the modern world. By learning, the basics of coding, digital literacy and problem-solving, young learners become confident and creative users of technology. This early exposure fosters critical thinking, collaboration, and prepares them for future educational opportunities in an increasingly digital society.
At Springhill, computing is taught according to the Teach Computing Curriculum.
We teach it this way because Teach Computing curriculum has a clear progression from Year 1 to Year 6.
It matches the national curriculum: The computing national curriculum is built around Computer Science, Information Technology, and Digital Literacy. The Teach Computing curriculum that we adapt meets all of the national curriculums requirements.
We go beyond the curriculum here: We adapt the Teach Computing curriculum to meet the specific needs of our students. Beyond this, we incorporate online safety into every lesson. Our forward-looking approach includes ample practical work with physical computing kits and integrates computational thinking across subjects. We maintain close links with King Edwards, collaborating with our digital leaders. In KS2, we promote computing, STEM careers, and address the gender imbalance in computing. We collaborate with External Providers for Showcases, Webinars, and Workshops.

LTP	Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Little Computers	Computing systems and networks Technology around us	Computing systems and networks IT around us	Computing systems and networks Connecting computers	Computing systems and networks The internet	Computing systems and networks - Systems and searching	Creating media – Web page creation
Autumn 2	Junior Explorers	Programming Moving a robot Geography – Here I am	Programming Robot algorithms	Programming Sequence in music	Programming Repetition in shapes	Creating media - Video production	Programming A – Variables in games
Spring 1	A is for Algorithm	Creating media Digital painting	Creating media Digital photography Art – Digital art	Data and information Branching databases Science – Living organisms	Data and information Data logging Science – States of matter	Programming A – Selection in physical computing	Programming B - Sensing movement Science – Functions of the human body
Spring 2	Art Attack	Data and information Grouping data Science – Everyday materials	Data and information Pictograms Science – Living things and their habitats	Creating media Animation Science – Plants Geography – Investigation mountains and volcanoes	Creating media Audio editing Science – Sound	Data and information Flat-file databases	
Summer 1	Fantastic Tales	Programming Introduction to <u>animation</u> <u>DT – Moving pictures</u>	Creating media Making music Science – Living things and their habitats	Programming Events and actions	Creating media Photo Editing	Creating media Introduction to vector graphics	
Summer 2	Let's Celebrate	Creating media Digital writing	Programming Introduction to quizzes	Creating media Desktop publishing Geography – Looking at Europe	Programming Repetition in games	Programming B – Selection in quizzes	Computing systems and networks - Communication and collaboration Data and information - Introduction to Spreadsheets Creating media – 3D Modelling Art – Sculpture



Springhill Catholic Primary School
Yearly Overview
Computing

