

At Park House, we integrate technology into teaching and learning because we recognise technology's vital role in education. Our Primary School students from Years 1 to 6 access our computing curriculum, which provides them with the necessary skills to become confident, engaged, digitally literate, creative and collaborative learners and, most importantly, responsible

technology users.



KEY STAGE 1

Computing in Key Stage 1 focuses on

- Developing and improving mouse skills and keyboard skills
- Developing early programming skills
- Creating media digital imagery
- Online safety
- Identifying what inputs and outputs are
- Introduction to touch typing
- Introduction to programming
- Introduction to word processing

KEY STAGE 2

Computing in Key Stage 2 focuses on

- Collaborative learning
- Coding
- Word processing
- Research
- Computational thinking
- Online safety
- Digital citizenship
- Digital literacy
- Researching and storing data
- Programming application in music
- Touch typing





Medium Term Curriculum Map Term 1 2022 - 2023



YEAR 1

- Mouse and keyboard skills
- Digital Art3D Design text and Images

YEAR 2

- To recognise the uses of IT
- Digital Art Animation
- **Data Handling**

YEAR 3

- Comic creation
- Digital storyboard
- Word processing
- Programming in Scratch

COMPUTING

YEAR 4

- Animation
- Programming in Scratch
- Internet research
- Touch typing
- Word processing

YEAR 5

- PowerPoint Computing in Scratch
- E-safetyTouch typing

YEAR 6

- Typing
- E-safety
- PowerPoint
- Coding
- Teams
- Onenote



Medium Term Curriculum Map Term 2 2022 - 2023



YEAR 1

- Mouse and keyboard skills

YEAR 2

- Internet safety
- Typing Introduction to animation

YEAR 3

- Programming in Scratch
- Digital storyboards
- E-safety

COMPUTING

YEAR 4

- Inside a computer
- Programming in Scratch
- PowerPoint

YEAR 5

- **Internet safety**
- Coding
- MS Word
- Typing

YEAR 6

- Computing past, present and futureImage editing
- Excel
- E-Safety