



# COMPUTING

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 Art
- 3D 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-safety
- Touch typing

### YEAR 6

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



# Medium Term Curriculum Map

## Term 2 2022 - 2023



### YEAR 1

- Mouse and keyboard skills
- Text and images
- Internet safety

### 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 future
- Image editing
- Excel
- E-Safety



# Medium Term Curriculum Map

## Term 3 2022 - 2023



### YEAR 1

- Text and Images
- Comic creation
- 3D design

### YEAR 2

- Develop programming
- Internet research
- Programming with Scratch
- Introduction to animation

### YEAR 3

- Digital storyboards
- 3D design
- Scratch Programming
- Document editing and creation

# COMPUTING

### YEAR 4

- Data handling
- Programming in Scratch
- Data handling
- 3D Design

### YEAR 5

- Programming in Scratch
- Computer networks and the internet
- Operating systems
- Text-based programming

### YEAR 6

- Programming in Scratch
- Machine learning and Artificial intelligence
- Image editing
- Virtual reality