



# Computing

## at St Mary's Catholic Primary School

### Beyond St Mary's

Our Computing curriculum at St Mary's is designed to create digitally literate children, through providing an education that teaches both computer science, in which children are taught the fundamental principles of computing, alongside encouraging them to use different forms of digital media and devices to express themselves. We believe it is vital to prepare our children for their future endeavours, by equipping them with a computing curriculum that is rich in fundamental computer sciences, together with the confidence to use their practical skills to become active participants in the digital world.

#### Year 6

##### iNetwork

Pupils will gather information about different networks, data and HTML/CSS.

##### iData

Pupils will interpret data with the use of spreadsheets.

##### iApp

Pupils will learn how to create and develop an app.

#### Year 5

##### iDraw

Pupils will create graphical drawing

##### iWeb

Pupils will create different types of web content.

##### iModel

Pupils will create 3D graphic models

#### Year 4

##### iProgram (1)

Children will be developing computational thinking and creating programs with Scratch

##### iAnimate

Pupils will combine narrative and artwork to create computer animations

##### iMail

Pupils will be sending and receiving emails safely and responsibly.

#### Year 3

##### iProgram (1)

Pupils will learn how games work and animation development

##### iConnect

Pupils will learn how to use the internet and searching using www.

##### iPodcast

Pupils will learn how to create and edit audio.

#### Year 2

##### iProgram (1)

Pupils will learn how to create animations.

##### iSearch

Pupils will learn how to find things out online.

##### iAnimate

Pupils will have an introduction on how to create an animation

#### Year 1

##### iAlgorithm

Pupils will learn how to give and follow instructions.

##### iDraw

Pupils will learn how to create digital art.

##### iData

Pupils will learn how to represent different types of data.

#### EYFS

##### Term 1

- iMake Algorithms
- iMake Pixel Art
- iCan Sequence
- iFind Patterns
- iMake Music
- iTell Stories

##### Term 3

- iCan Animate
- iCan Model
- iMake Videos
- iStay Safe
- iCan Program

##### Term 2

- iMake Art
- iAm Logical
- iCan Sort
- iCan Play
- iMake Media
- iCan Move