

## The Three 'Strands' of Computing:

Digital Literacy   Computer Science   Information Technology

Digital Literacy- The safe and responsible use of technology, including recognising its advantages for collaboration and communication.

Computer Science- The 'behind the scenes' of how computers work including the opportunity for programming.

Information Technology- The use of computers for functional purposes, such as collecting and presenting information or using search technology.

Year	Autumn Term	Spring Term	Summer Term
EYFS	Children in the Early Years/Foundation Stages at Pinehurst Primary School will explore aspects of computing through play-based learning, using technology to enhance and enjoy their taught curriculum. This may include taking photographs or recording sound, playing interactive games, exploring old mechanical toys and exploring simple, programmable toys.		
1	<b>Technology Around Us</b> <i>(Teach Computing)</i>	<b>Digital Art/Ebooks</b> <i>Link to Art: Kandinsky</i>	<b>Exploring Programmable Toys</b> <i>Links to History: Toys Through Time Maths: Position and Direction</i> <b>Writing algorithms for a recipe</b> <i>Linked to instructional writing.</i> <i>Debugging.</i>
2	<b>Information Technology</b> <i>(Teach Computing)</i>	<b>Data Handling</b>	<b>Simple Programming</b> <i>Including making algorithms for finding treasure</i>  <i>Games Testing- Tim Berners Lee</i>
3	<b>Being Internet Legends</b> <i>Introduction to the Google 'Be Internet Legends' programme.</i> <i>Digital Footprints</i>	<b>Presenting Information</b> <i>Effective Searching and using</i> <i>Google Slides</i>	<b>Debugging</b> <b>Introduction to Scratch</b> <i>Study of Grace Hopper and finding error in codes.</i>
4	<b>Simple Programming</b> <i>Programming an Animation</i>	<b>Making Music</b> <i>Exploring Chrome Music Lab</i> <i>Link to Science-Sound</i>	<b>Inside a Computer</b> <i>A closer look at computer hardware.</i>
5	<b>Programming a simple game</b> <i>Using Scratch and Variables</i>	<b>Computer Networks</b> <i>Including The Internet and the WWW</i>  <b>Code-Breaking</b> <i>Alan Turing &amp; Encryption</i> <i>Link to History: WW2</i>	<b>3D Modelling</b> <i>Tinker CAD to design Torches</i> <i>Linked to DT Project</i>
6	<b>Further Programming</b> <i>Introduction to different programming languages including text-based programming in Logo/Javascript</i>	<b>Graphic Design</b> <i>Looking at app and logo design/vector art.</i> <i>Link to art: Hundertwasser</i> <i>Programming Design</i>	<b>Computers Past, Present and Future</b> <i>Link to History: Leisure and entertainment.</i> <b>Artificial Intelligence</b> <i>Benefits and Risks. Communicating with computers.</i>
<p>All children at Pinehurst will learn use technology safely, respectfully and responsibly, knowing when and why to keep personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies, recognise acceptable and unacceptable behaviour and learn how to be a good digital citizen and internet user. These concepts will be revisited continually by all year groups throughout the school year. This will be supplemented through our PSHE Jigsaw programme, Google 'Be Internet Legends' programme and annual celebration of Safer Internet Day.</p>			