Computing at Wylde Green Primary School

How we teach Computing

At Wylde Green Primary School, we are well-resourced to deliver a high-quality Computing curriculum across all key stages. Pupils have access to a wide range of computing hardware and age-appropriate software that support both discrete computing lessons and cross-curricular learning. The school has a substantial number of laptops and iPads available for classroom use, ensuring regular hands-on experience with digital tools. Every class from Year 1 to Year 6 receives a dedicated, timetabled Computing lesson each week. Year 6 pupils benefit from their own class sets of devices to support independent and collaborative work. All classrooms are equipped with interactive 'Clevertouch' boards to enhance teaching and learning through technology.

Cross Curricular

Technology is embedded across the curriculum and used daily in every year group. Pupils have frequent opportunities to use interactive whiteboards, iPads, and laptops to enrich their learning experiences. We make purposeful use of digital tools in a variety of subjects—for example, using Collins Hub to support reading, Times Table Rock Stars™ and Mathletics™ in Maths, creating graphs and charts in Science, producing digital videos in English, and conducting online research to enhance understanding of topic work. This integrated use of technology helps pupils develop confidence and fluency with digital skills in meaningful contexts.

Aims

At Wylde Green Primary School, our Computing curriculum aims to ensure that all pupils:

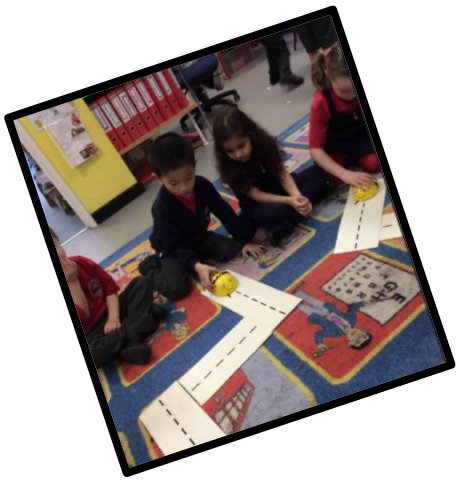
- **Understand and apply key principles of computer science**, such as algorithms, logical thinking, abstraction, and how data is represented.
- **Develop computational thinking skills** by analysing problems and writing computer programs to solve them.
- **Use a range of digital tools confidently**, including both familiar and new technologies, to plan, create and evaluate digital solutions.

- **Become responsible, competent, confident and creative users of information technology**, understanding how to stay safe and make informed choices in the digital world.

In Key Stage 1

Pupils are taught to:

- Understand what algorithms are and how they are used in digital devices through age-appropriate programming tools like Bee-Bots and on-screen coding.
- Create and debug simple programs and use logical reasoning to predict the behaviour of these programs.
- Use technology purposefully to create digital content such as digital art, writing, and photography, and to organise and present data using simple software tools.
- Recognise and understand uses of information technology at home and in school.
- Begin to explore the internet safely and respectfully, understanding what personal information is and why it should be kept private.
- Know how to access help from a trusted adult if they come across something upsetting or confusing online.



Pupils are taught to:

- Design, write and debug programs that solve specific problems, using sequencing, repetition, selection, variables, and inputs/outputs in platforms like Scratch and physical computing tools (e.g., micro: bit).
- Use logical reasoning to explain how algorithms work and to identify and correct errors.
- Understand computer networks, including the internet and the World Wide Web, and how they enable communication and collaboration.

- Use search technologies effectively, including evaluating the relevance and reliability of digital content.
- Create a range of digital content (videos, presentations, music, spreadsheets) for specific purposes using a variety of devices and software.
- Collect, analyse, and present data using appropriate tools and formats.
- Understand how to stay safe, respectful, and responsible online, recognising acceptable/unacceptable behaviour and how to report concerns.

Year Group Overview – Switched On Computing 3rd Edition.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	We are treasure hunters (1.1) Computer Science: Coding	We are TV Chefs (1.2) Computer Science: Computational thinking	We are digital artists. (1.3) I nformation Technology: creativity.	We are publishers (1.4) Digital Literacy: Online Safety	We are rhythmic (1.5) Information Technology: Media	We are detectives (1.6) Information Technology: Data
Year 2	We are astronauts (2.1) Computer Science: Coding	We are game testers (2.2) Computer Science: Computational thinking	We are photographers (2.3) Information Technology: Media	We are safe researchers (2.4) Digital Literacy: Online Safety	We are animators (2.5) Information Technology: Media	We are zoologists (2.6) Information Technology: Data
Year 3	We are programmers (3.1) Computer Science: Coding	We are bug fixers (3.2) Computer Science: Computational thinking	We are presenters (3.5) Information Technology: Media	We are who we are (3.4) Digital Literacy: Online Safety	We are co-authors (3.5) Information Technology: Media	We are opinion pollsters (3.6) Information Technology: Data
Year 4	We are software developers (4.1) Computer Science: Coding	We are makers (4.2) Computer Science: Coding	We are musicians (4.3) Information Technology: Media	We are bloggers (4.4) Digital Literacy: Online Safety	We are artists (4.5) Computer Science: Coding	We are meteorologists (4.6) Information Technology: Data
Year 5	We are game developers (5.1) Computer Science: Coding	We are cryptographers (5.2) Computer Science: Computational thinking	We are artists (5.3) Information Technology: Media	We are web developers (5.4) Digital Literacy: Online Safety	We are adventure gamers (5.5) Information Technology: Media	We are VR designers (5.6) Information Technology: Media
Year 6	We are toy makers (6.1) Computer Science: Coding	We are computational thinkers (6.2) Science: Computational thinking	We are publishers (6.3) Information Technology: Media	We are connected (6.4) Digital Literacy: Online Safety	We are advertisers (6.5) Information Technology: Media	We are AI developers (6.6) Computer Science: Coding

Fun Computing Activities to Try at Home:

- **Design a Scratch game** that helps your friends master their times tables in a fun, interactive way
- **Build and connect digital infrastructure** using *Roblox Studio*—bring a virtual city to life
- **Craft a magical 3D realm** in *Minecraft*—complete with hidden paths, portals, or puzzles
- **Make a personalised birthday card** using presentation software like *PowerPoint* or *Google Slides* with animations and voice notes
- **Create a photo montage or mini-movie** of your holiday memories using apps like *iMovie*, *Adobe Express*, or *Canva.*

Useful websites

http://www.ictgames.com/lcwc.html

http://www.crickweb.co.uk

https://www.tuxpi.com/

https://scratch.mit.edu/

http://www.safetynetkids.org.uk/

https://www.saferinternet.org.uk/

http://www.ictgames.com/