



Eldersfield Lawn CE Primary School

Computing



INTENT

We believe that computing is an essential part of the curriculum; a subject that not only stands alone, but is woven into an integral part of all learning. Computing in general is a significant part of everyone's daily life and children should be at the forefront of new technology, with a thirst for learning what is out there. Computing at Eldersfield Lawn will provide a wealth of learning opportunities and transferrable skills explicitly within the Computing lesson and across other curriculum subjects. Through the study of Computing, children will be able to develop a wide range of fundamental skills, knowledge and understanding that will actually equip them for the rest of their life. Computers and technology are such a part of everyday life, that our children would be at a disadvantage if they were not exposed to a thorough and robust Computing curriculum. Through our curriculum, we want to ensure all children have essential knowledge that will enable them to participate effectively and safely in the digital world.

IMPLEMENT

To embed our intention, we use a clear and effective progression of skills following the 'Teach Computing' curriculum. This comprehensive programme of learning has been devised by the National Centre for Computing Education. Each of these skills will be taught through exciting half termly units. In Reception children will be exposed to the understanding of internet safety as they explore the world around them and how technology is an everyday part of their learning and understanding of the world.

In Key Stage 1 the children will learn to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- create and debug simple programs and use logical reasoning to predict the behaviour of simple programs.
- use a range of technology purposefully to create, organise, store, manipulate and retrieve digital content as well as recognise common uses of information technology beyond school.
- use technology safely and respectfully, keeping 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.

In Key Stage 2 the children will learn to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- use sequence, selection, and repetition in programs, use logical reasoning to explain how some simple algorithms work and correct errors in algorithms and programs.
- will be taught to understand computer networks, including the internet, and the opportunities they offer for communication and collaboration.
- will use search technologies effectively, learn to appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- will be taught to select, use and combine a variety of software (including internet services) on a range of digital devices to create a range of programs, systems and content that accomplish given goals.
- will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

IMPACT

After the implementation of this robust computing curriculum, children at Eldersfield Lawn will be digitally literate and able to join the rest of the world on its digital platform. They will be equipped, not only with the skills and knowledge to use technology effectively and for their own benefit, but more importantly – safely. The biggest impact we want for our children is that they understand the consequences of using the internet and that they are also aware of how to keep themselves safe online.

As children become more confident in their abilities in Computing, they will become more independent and key life skills such as problem-solving, logical thinking and self-evaluation become second nature. We measure the impact of our curriculum through termly assessments and pupil feedback which inform our future planning.



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Computing End Points

RELEVANCE	PUPILS ARE ENABLED TO...
To teach pupils a wide range of digital tools to support their learning and problem-solving skills	Be prepared for adulthood in an increasingly digital world where technology is becoming increasingly important, taking the lessons learnt from Home-schooling and national Lockdowns to ready them for a digital future.

EYFS END POINTS	Y2 END POINTS
• Show resilience and perseverance in the face of a challenge • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Know and talk about the different factors that support their overall health and wellbeing, including sensible amounts of 'screen time'. • Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	• Know how to login and navigate around a computer, developing mouse skills, learning how to drag, drop, click and control a cursor. • Understanding how algorithms, decomposition and debugging are made relatable to familiar contexts whilst knowing why instructions need to be very specific • Developing keyboard and mouse skills through designing using drawing software and recording data. • Developing early programming skills using Bee-Bots. • Using creativity and imagination develop photography skills. Learn to enhance photos using a range of editing tools as well as searching for and adding other images to a project. • Know what data is and the different ways that it can be represented, developing an understanding of why data is useful, how it can be used and ways in which it can be gathered and recorded both by humans and computers • Confidently explaining online safety, including using useful tips to stay safe when online; how to manage feelings and emotions when someone or something has upset us online; learning about the responsibility we have as online users; exploring the idea of a 'digital footprint'.

Y4 END POINTS	Y6 END POINTS
• Understand the concept of networks, learning how devices communicate. Identifying components, learning how information is shared and exploring examples of real-world networks. • Use the more advanced computer-based application ‘Scratch’, learning to use repetition or ‘loops’ and building upon skills to program an animation, a story and a game. • Developing filming and editing video skills • Learning about online safety: ‘fake news’, privacy settings, ways to deal with upsetting online content, protecting our personal information on social media • Work collaboratively in a responsible and considerate way as well as looking at a range of collaborative tools. • Develop research and word processing, learning how web pages and sites are created, how layouts are changed, and how image and video links are embedded between pages. • Learning how to navigate the internet in an informed, safe and respectful way.	• Accurately use keywords and phrases, identifying inaccurate information. • Know the meaning and purpose of programming • Use storyboarding ideas, taking photographs and editing to create a video animation • Recognising potential online dangers and safety • Knowing the significance of code breaking and password hacking • Designing a product, pupils: evaluate, adapt and debug code to make it suitable and efficient for their needs; use a software program to design their products; create their own websites and video adverts to promote their inventions. • Learning how to navigate the internet in an informed, safe and respectful way.



Eldersfield Lawn Computing Summary Coverage Map 2025-2026



EYFS			
	Autumn	Spring	Summer
Reception	Express Arts and Design, Communication and Language,		
KS1			
	Autumn	Spring	Summer
Year 1 and 2	Programming -Beebots	Digital Painting and Photography	Animation-Scratch Junior
LKS2			
	Autumn	Spring	Summer
Year 3 and 4	Computer Systems and Networks	Creating Media - Photo Editing	Programming - Scratch Junior
UKS2			
	Autumn	Spring	Summer
Year 5 and 6	Video Production and Creating Media	Programming-Variables in Games	Data and Information – Spreadsheets



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EYFS			
	Autumn	Spring	Summer
Reception	Express Arts and Design, Communication and Language,		
KS1			
	Autumn	Spring	Summer
Year 1 and 2	Computer Systems and Networks (Including E-Safety)	Digital Painting and Photography	Animation-Scratch Junior
LKS2			
	Autumn	Spring	Summer
Year 3 and 4	Computer Systems and Networks (Including E-Safety) The Internet and Audio Production	Programming A - Data Information Repetition in Shapes and Data logging	Creating Media and Programming B - Photo Editing and Repetition in Games
UKS2			
	Autumn	Spring	Summer
Year 5 and 6	Computer Systems and Networks (Including E-Safety)	Programming A - Physical Computing	Creating Media -Vector Graphics