Computing intent statement
Normanton Junior Academy

The intent of our computing curriculum is to ensure that pupils:

- ***Understand*** the benefits and dangers of communication technology, especially social media, and ***know*** how to stay safe online;
- Acquire the ***knowledge*** of how to save, name and organise files effectively for repeated use;
- Have the ***skills*** to use search technologies effectively, understanding how results are selected and ranked, and are able to evaluate the validity of different websites;
- Are responsible, competent, confident and creative users of information and communication technology, including the use of Microsoft Word, Publisher, PowerPoint and Excel.
- Have the ***knowledge*** and ***understanding*** to design, write and debug programs that accomplish specific goals, developing these primarily through the use of the Scratch programming language;

Computing is taught on a weekly basis as a discrete subject. Emphasis is placed on using the relevant programs effectively, rather than simply being able to use the most basic features.

Computing curriculum overview

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	**PowerPoint** based on Egyptians	**Programming** Scratch	**Debugging** Scratch	**Opinion polling** Word, Excel and on-line data collection	**Presenting information** Kindle Fires, Easi Mics, Audacity and Live Movie Maker	**Communication** Internal email systems
Year 4	**Musicians** Isle of Tune and Audacity.	**Programming** Use Scratch to create a simple educational game.	**Interactive design** Use Scratch to create an interactive toy.	**Weather reporting** Use Word, Excel, Audacity, Live Movie Maker, Kindles and Easi Mics to create a weather report for China.	**HTML editing** Understand HTML language through O^2 tutorials. Use Adobe Brackets to create their own web page.	**Wiki working** Use PowerPoint to create a presentation fully hyperlinked in the same way as a website.
Year 5	**Artists** Drawing tools in Scratch and Inkscape.	**Programming** Use Scratch to create a simple animation.	**Code Cracking** Use Scratch online tools to crack code.	**Architects** 3D modelling through Trimble Sketchmatic to create own online space.	**Web developers** Use hyperlinking and presentation techniques to create own website.	**Blogging** Use Kindles and PrimaryBlogger to create an online blog.
Year 6	**Market research** Use PowerPoint, Excel and Word to research games pupils like and present findings.	**Developing** Use Live Movie Maker to record epic poem for website & Twitter.	**Programming** Use Scratch to create a prototype game for evaluation.	**Project management** Adapt game according to feedback. Debug and test until the game is fully interactive.	**Web developers** Use hyperlinking and presentation techniques to create own website.	**Blogging** Use Kindles & PrimaryBlogger to create online blog.