Computing at Haworth

At Haworth, we want all our children to have a passion for computing and have rich learning experiences. We aim to achieve this through a carefully designed curriculum using the Purple Mash scheme, to ensure that the national curriculum is covered in its entirety. We believe that all children should be able to access the learning and achieve across the curriculum. Our computing curriculum supports us to connect to the real world and apply our knowledge to the world outside our computing lessons. We recognise that technology and computing is developing at a fast rate and we believe that children should have strong foundations in their primary education. Online safety is at the forefront of everything we do in school, as well as being taught discretely every half term in each year group through Project Evolve.

At Haworth, we celebrate National Online Safety Day each year, which teaches and explores how we can keep safe whilst being online and using technology around us.

EYFS

Computing links in with Understanding the world in the EYFS. This area of learning involves guiding children to make sense of their physical world and their community through opportunities to explore, observe and find out about people, places, technology and the environment.

SEN

At Haworth, we want all children to develop a love of computing and be confident when using the technology around them. Throughout school, computing lessons/teaching are expertly adapted to ensure that learning is accessible to all children at Haworth Primary. This includes using technology, images and additional scaffolds as required. Our staff have very strong, positive relationships with our children, knowing them on an individual basis, and are therefore able to design and implement bespoke adaptations when required.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
Nursery	- Exploring how things work - the touch screen computers, cameras, Ipads								
Reception	- Exploring how things work - IWB, cameras, Ipads								
	- Learning that we can find out information using technology								
	- Learning to stay safe online - Smartie the Penguin								
	- learning that we can record learning using technology - photos, videos, typing								
Year 1	Introduction to	Data Explorers	Creating and	Animated Stories	Coding	Technology Around			
Cycle A	Purple Mash		Following			Us			
	Creative Computing		instructions			Making Beats			

Year 1	Introduction to	Data Explorers	Creating and	Animated Stories	Coding	Technology Around
Cycle B	Purple Mash		Following			Us
	Creative Computing		instructions			Making Beats
Year 2	Route Explorers	Creating Pictures	Spreadsheets	Questioning	Coding	Presenting Ideas
Cycle A	The Internet					Making Music
Year 2	Route Explorers	Creating Pictures	Spreadsheets	Questioning	Coding	Presenting Ideas
Cycle B	The Internet					Making Music
Year 3/4	Email	Branching Databases	Spreadsheets	Coding	Presentations	Touch Typing
Α	Route Planners					
Year 3/4	Unpacking	Logo	Effective searching	Coding	Composing Beats	Introduction to AI
В	Hardware &	Sound Stories				
	Software					
	Animation					
Year 5/6	Networks	Blogging	Coding	Introduction to	Spreadsheets	3D modelling
Α	Graphing	Data Detectives		Python		
Year 5/6	Quizzing	Game Creator	Spreadsheets	Coding	Word Processing	Concept Maps
В	Databases					