

# Cardrew Court School Longterm Overview: Computing

Computing is the study of computers that includes information technology (how IT is used), digital literacy (how IT is used safely and effectively) and computer science (how computers work). Computing is the process of using computer technology to complete a given goal-oriented task. Our Computing lessons prepare students for the rapidly changing world around them and build on key computing skills, aiding them to be successful in their future careers. Lessons are usually practical, allowing learners to understand how technology works, think critically and be independent problem-solvers. Our Computing curriculum is taught in a safe and supportive learning environment, where the children know where to go for help when a concern arises online and are able to talk about the importance of using technology safely and respectfully.

Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

<p><b>School Values</b></p> 						
<p><b>Termly and Assembly Themes</b></p>	<p>Respect</p>	<p>Resilience</p>	<p>Health</p>	<p>Happiness</p>	<p>Kindness</p>	<p>Independence</p>
<p><b>LKS2A</b></p>	<p><b>Computing Systems &amp; Networks</b> – Connecting Computers</p>	<p><b>Creating Media</b> – Stop-frame Animation</p>	<p><b>Programming A</b> – Sequencing Sounds</p>	<p><b>Data &amp; Information</b> – Branching Databases</p>	<p><b>Creating Media</b> – Desktop Publishing</p>	<p><b>Programming B</b> – Events &amp; Actions in Programs</p>
<p><b>LKS2B</b></p>	<p><b>Computing Systems &amp; Networks</b> – The Internet</p>	<p><b>Creating Media</b> – Audio Production</p>	<p><b>Programming A</b> – Repetition in Shapes</p>	<p><b>Data &amp; Information</b> – Data Logging</p>	<p><b>Creating Media</b> – Photo Editing</p>	<p><b>Programming B</b> – Repetition in Games</p>
<p><b>UKS2A</b></p>	<p><b>Computing Systems &amp; Networks</b> – Systems &amp; Searches</p>	<p><b>Creating Media</b> – Video Production</p>	<p><b>Programming A</b> – Selection in Physical Computing</p>	<p><b>Data &amp; Information</b> – Flat File Database</p>	<p><b>Creating Media</b> – Introduction to Vector Graphics</p>	<p><b>Programming B</b> – Selection in Quizzes</p>
<p><b>UKS2B</b></p>	<p><b>Computing systems and networks</b> – communication and collaboration</p>	<p><b>Creating media</b> – web page creation</p>	<p><b>Programming A</b> – variables in games</p>	<p><b>Data and Information</b> – Introduction to spreadsheets</p>	<p><b>Creating media</b> – 3D modelling</p>	<p><b>Programming B</b> – sensing movement</p>
<p><b>Year 7</b></p>	<p><b>Clear Messaging</b> - in Digital Media</p>	<p><b>Networks</b> - from Semaphores to the Internet</p>	<p><b>Programming Essentials in Scratch</b> – Part I</p>	<p><b>Modelling Data</b> - Using Spreadsheets</p>	<p><b>Programming Essentials in Scratch</b> – part II</p>	<p><b>Using Media</b> – Gaining support for a cause</p>
<p><b>Year 8</b></p>	<p><b>Layers of Computing Systems</b></p>	<p><b>Media</b> – Vector Graphics</p>	<p><b>Developing for the Web</b></p>	<p><b>Representations</b> – from clay to silicon</p>	<p><b>Mobile App</b> - Development</p>	<p><b>Introduction to Python</b> – Programming</p>
<p><b>Year 9</b></p>	<p><b>Representations</b> – going audio-visual</p>	<p><b>Python Programming</b> - Sequences of Data</p>	<p><b>Media</b>- Animations</p>	<p><b>Data science</b></p>	<p><b>Cybersecurity</b></p>	<p><b>Physical Computing</b></p>
<p><b>Year 10</b></p>	<p><b>Online Safety</b></p>	<p><b>IT and the World of Work</b></p>	<p><b>Algorithms 1</b></p>	<p><b>Algorithms 2</b></p>	<p><b>Physical Computing</b> - Building a Robot Buggy</p>	

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<b>Year 11</b>	<b>Media</b>	<b>Spreadsheets</b>	<b>IT Project Management</b>
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