

## Brookside Academy Skills, Knowledge and Vocabulary document

### Computing

#### Aims

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

#### KS1

Pupils should be taught 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
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- 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

#### KS2

Pupils should be taught 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, work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

### **Computing Intention Statement**

At Brookside we are aware the world of technology is ever changing and the importance of delivering a high-quality computing curriculum. By introducing the pupils to a wide range of technology during their time at the academy, we hope we are producing digitally literate learners and problem solvers. Our intention is that computing will not only be taught as a series of skills but will also engage and enrich our children's experiences by supporting their creativity and cross curricular learning.

We want our pupils to leave the academy confident in using different forms of technology and to ensure that they know how to stay safe online whilst achieving these goals. Online safety underpins all aspects of our computing curriculum. It is taught during computing lessons in an age and developmentally appropriate manner whilst also being celebrated across the academy annually on Safer Internet Day.

Within our school community, we place great importance in the use of technology as a device which supports and enriches links and communications within our locality as well as within the wider world.

**Early Years**

	<b>Skills and Knowledge</b>	<b>Vocabulary</b>
<b>E safety</b>		
<b>Reception</b>	<p><b><u>Personal, Social and Emotional Development</u></b></p> <ul style="list-style-type: none"> <li>• Show resilience and perseverance in the face of a challenge.</li> </ul> <p><b><u>Physical Development</u></b></p> <ul style="list-style-type: none"> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>• Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of ‘screen time’.</li> </ul> <p><b><u>Expressive Arts and Design</u></b></p> <ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> </ul>	<p>Choices</p> <p>Internet</p> <p>Website</p> <p>Equipment</p> <p>Buttons</p> <p>Movement</p> <p>Screen</p> <p>Mouse</p> <p>Images/Photos</p> <p>Keyboard</p> <p>Technology</p> <p>Share</p> <p>Create</p> <p>Collect</p> <p>Count</p> <p>Organise</p>
<b>ELG</b>	<p><b><u>Personal, Social, Emotional Development – Managing self</u></b></p> <ul style="list-style-type: none"> <li>• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.</li> <li>• Explain the reasons for rules, know right from wrong and try to behave accordingly.</li> </ul> <p><b><u>Expressive Arts and Design – Creating with materials</u></b></p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	