

Useful Links

Barefoot (KS 1 & 2) Downloadable activities and games for children, links to live lessons and a guide for parents - includes cross-curricular lesson plans and resources that unpack computational thinking in a range of subjects.

Code Club (KS 2) Projects and activities for home learning and a parent guide.

UK Safer Internet Centre (KS 1 & 2) Online safety resources aimed at 3 -11 year-olds.

STEM Learning e-Library (KS 1 & 2) An online resource bank, which links to resources on external websites. The site features a live chat function offering support from subject experts. New home learning resources are being developed.

Raspberry Pi Foundation – Digital Making at Home (KS 2) Join the weekly code-along using open projects based on a weekly theme.

Terminology

Algorithms

A set of instructions that is followed to complete a task.

Coding

Putting information and commands together to make a program.

Programme

A series of coded software instructions to control the operation of a computer or other machine.

Debug

To correct the code of a program if it is not working properly.

At Home

It can feel a little daunting supporting your child with computing, especially when you feel they know more than you! The important thing to remember is that they are growing into a world in which computers play an increasing role and rather than shield them from computers, it is better to give them exposure, increasing the boundaries step-by-step. They will benefit from practicing skills such as typing, searching and researching and coding, but do ensure suitable safety controls are in place.

The best thing you can do is simply to be present and talk to them about their use online and on computers. Spend time together online using programs and applications so you can teach your child how to behave and engage well online. Make sure you have conversations with your children about their online life and can monitor their online activity and listen to your child if they have concerns

Contact

If you have any questions regarding the teaching of Computing , please do not hesitate to speak to your child's class teacher or contact:

Mrs Bradwell – Computing lead



Computing



An Information Booklet for Parents



Computing

We believe that computing is an essential part of the curriculum; a subject that not only stands alone but is woven into all learning for life. Computing, in general, is a significant part of everyone's daily life and children should be equipped with skills to be able to work effectively with different programs and work safely online. Computing at Deepcar 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 we endeavour to expose our children to a variety of different technology devices and enrich their learning experiences across the curriculum. It is also essential that our children have the essential knowledge that will enable them to participate responsibly and safely in the digital world.

Algorithms

We will build on the Key Stage 1 work on algorithms and how they are implemented as programs on digital devices. Children will be taught to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. This will increase in complexity through the school up to Y6. In Key Stage 2 the children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. They will use sequence, selection, and repetition in programs, use logical reasoning to explain how some simple algorithms work and correct errors in algorithms and programs.

Networks

Children will be taught to understand computer networks, including the internet and the world-wide web, and the opportunities they offer for communication and collaboration. They will use search technologies effectively, learn to appreciate how results are selected and ranked, and be discerning in evaluating digital content and using information and images.

Software

Children will be taught to select, use appropriate applications 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.

IT literacy

Children will be shown how to 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. They will be taught to understand the effect of their digital footprint and to use technology safely, respectfully and responsibly. They will understand the need for keeping personal information private and recognise acceptable/unacceptable behaviour; identify where to go for help, support and reporting when they have concerns about content or contact on the internet or other online technologies.

