

# Millbrook's Curriculum Matrix through Computing



## Awe & Wonder

- KS1 program Beebots to dance and navigate maps
- Year 3 make a piano in Scratch
- Year 4 support record a podcast
- Year 5 and 6 use microcomputers called crumbles to design night-lights and reaction timers
- Year 6 create their own websites
- Lessons are built upon practical activities to support children's learning



## Knowledge & Understanding

- Learning journeys are sequenced carefully, allowing children to understand the context and key vocabulary
- Lessons recap and build up on previous learning
- Each year group covers each of the key computing concepts of programming, multi-media, data-handling, digital literacy and information technology
- The Computing curriculum is arranged to build on work in other subjects and to give the children skills to apply to other areas – for example use of electrical circuits in Year 5 Crumbles builds on Year 4 science units



## Good Citizenship

- Children learn how to evaluate online content to determine whether it is reliable
- How to communicate with others online in a safe and respectful manner
- How to report issues that they come across when online



## Achievement & Success

- Use of the PRIMM (Predict, Run, Investigate, Modify and Make) method of teaching computing supports all children to achieve
- Providing adaptations and extensions to activities helps to enable all pupils
- Computer extension club enhances the computing experiences of target children
- Through scaffolding, children are able to use different programs and technology so they can access in the key learning in their Computing lessons
- At the end of each unit, children need to program, create or present and share.

