

## Computing LTP

<b>Autumn 17</b>	<b>Spring 18</b>	<b>Summer 18</b>
<b>First half term</b> <b>Using technology</b> <b>Communicating and collaborating</b> <b>on line</b> <b>Second half term</b> <b>Programming and control</b>	<b>First half term</b> <b>Digital media</b>  <b>Second half term</b> <b>Using data</b>	<b>First half term</b> <b>Creating and publishing</b> <b>Using the Internet</b> <b>Second half term</b> <b>Programming and control</b>
<b>Autumn 18</b>	<b>Spring 19</b>	<b>Summer 19</b>
<b>First half term</b> <b>Using technology</b> <b>Communicating and collaborating</b> <b>on line</b> <b>Second half term</b> <b>Programming and control</b>	<b>First half term</b> <b>Digital media</b>  <b>Second half term</b> <b>Using data</b>	<b>First half term</b> <b>Creating and publishing</b> <b>Using the Internet</b> <b>Second half term</b> <b>Programming and control</b>
<b>Autumn 19</b>	<b>Spring 20</b>	<b>Summer 20</b>
<b>First half term</b> <b>Using technology</b> <b>Communicating and collaborating</b> <b>on line</b> <b>Second half term</b> <b>Programming and control</b>	<b>First half term</b> <b>Digital media</b>  <b>Second half term</b> <b>Using data</b>	<b>First half term</b> <b>Creating and publishing</b> <b>Using the Internet</b> <b>Second half term</b> <b>Programming and control</b>

The Computing curriculum comprises of: Computer science; Digital literacy; and Information technology.

To help ensure pupils have the opportunity to develop a wide range of skills, experiences and competencies with Computing the curriculum has been broken down into key areas, with the core principles permeating through each area.

**Using technology-** mouse skills, typing etc.

**Using the internet** - Researching, finding information etc.

**Communicating and Collaborating On-line-** E-mails, Collaborative working, Video Conferencing etc.

**Creating and Publishing:** - Anything that involves presenting information in some way using ICT (word processing, presentations, blogging, websites etc.)

**Digital Media-** Photo editing and image manipulation, video and video editing, audio recording and editing and animation (some animation can also be programming)

**Programming and Control-** making something 'happen' using ICT (control, movement etc.)

**Using Data-** Spreadsheets (including using formulas), Databases and any other work which involves either sorting, presenting or manipulating data of some sort.

The coverage of each area will vary according to ability. The emphasis on Programming increases as pupils move through Broomfield SILC.

Throughout school Computing should be covered primarily through day-day teaching and full integration with other subjects and cross curricular work, making use of the range of technology which is available within school.

For pupils working at P4 and above stand-alone sessions will be timetabled as per the LTP half termly.

In these sessions there should be a focus on contextual skill development and these sessions should provide experiences which can then be applied in other work. Second