



**The aims of the National Curriculum in respect of Computing is as follows:**

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.

**Our vision at Brockenhurst C of E Primary School:**

We believe that technology can provide: enhanced collaborative learning opportunities; better engagement of pupils; easier access to rich content; support conceptual understanding of new concepts and can support the needs of all our pupils.

The children will learn to stay safe on the internet and how to use it safely for themselves and others.

**Progression of Skills**

Year 1	Painting	Programming Toys	Programming with Scratch	Online Safety	Word Processing Skills	Computing Skills	
Year 2	Using the internet	Using and applying	Online Safety	Preparing for turtle logo	Computer art	Programming turtle, logo and Scratch	Presentation Skills



Year 3	Drawing and Desktop Publishing	Internet research and communication	Presentational skills	Using and applying skills	Online safety	Programming turtle, logo and Scratch	Word Processing
Year 4	Scratch – questions and quizzes	Word processing	Programming turtle, logo and Scratch	Animation	Using and applying skills	Online safety	
Year 5	Flowol	Radio Station	<a href="#">3D modelling sketchup</a>	Online safety	Using and applying skills	Scratch 3.0 developing games	
Year 6	<a href="#">Spreadsheets</a>	<a href="#">Kodu</a>	<a href="#">Film making</a>	Using and applying skills	Online safety	Scratch animated story	