Computing Subject Overview

Intent

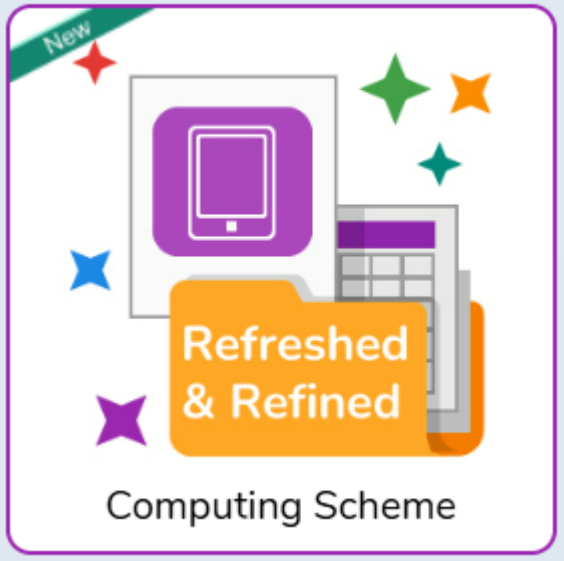
We believe that computational knowledge and skills are fundamental in preparing our children for an ever-evolving technological world. It is essential that pupils develop computational thinking, creativity and problem-solving skills so they can understand and solve real-world problems confidently and responsibly. Through our carefully sequenced curriculum, delivered through the Purple Mash scheme, children develop knowledge and understanding across computer science, information technology and digital literacy. They learn how technology works, how to design and debug algorithms, and how to create purposeful digital content using iPads as their primary device. Pupils are encouraged to consider the wider impact of ICT on individuals, communities and society, including social, economic and ethical implications such as globalisation, inequality, diversity and democracy. Weekly online safety lessons through the 2BeSafe programme ensure that children understand how to navigate the digital world safely, respectfully and responsibly. Where appropriate, pupils use real-life data to explore global issues through data handling, modelling and analysis, helping them connect computing to real-world contexts. Computing vocabulary is explicitly taught and expected to be used confidently in discussion. Our curriculum embraces our six core values. Children are encouraged to demonstrate responsibility in their digital conduct, resilience when debugging and refining work, integrity in the outcomes they produce, and collaboration when solving problems. High expectations are maintained through clear evidence of learning on Showbie and progressive development of skills across units. Our intent is to engage children with these big ideas through fidelity to the Purple Mash scheme, ensuring full coverage of the National Curriculum while making meaningful cross-curricular links across STEM subjects.

Implementation

Planning

- Teachers follow the Computing Curriculum Overview 25/26 and Purple Mash unit sequencing for Refreshed & Refined scheme.
- Units may be taught weekly or blocked, at teacher discretion.
- All year groups use iPads as the primary device.
- Purple Mash slides are used with fidelity.
- Assessment is completed unit by unit.

New Computing Scheme:



Computing Curriculum overview 25/26

	AUT		SPR	SUM	Number of lessons	Cross-curricular
Y1	Introduction to Purple mash (3 lessons)	Creative Computing (4 lessons)	Creating and following instructions (3 lessons)	Coding (6 lessons)	16 Lessons	Animated story books (5 lessons)
	Online safety via 2BeSafe unit on purple mash during Wellbeing Wednesday					
Y2	Route Explorers (4 lessons)	The internet (4 lessons)	Spreadsheets 2.3 (4 lessons)	Coding (6 lessons)	18 lessons	Presenting ideas (4 lessons)
	Online safety via 2BeSafe unit on purple mash during Wellbeing Wednesday					
Y3	Route Planners (5 lessons)	Emailing (6 lessons)	Spreadsheets (6 lessons)	Coding (6 lessons)	23 lessons	Presenting (5 le~~ssons~~)
	Online safety via 2BeSafe unit on purple mash during Wellbeing Wednesday					
Y4	Logo (4 lessons)	Animation (6 lessons)	Introduction to AI (4 lessons)	Coding (6 lessons)	20 Lessons	Effective searching 4.7 (4 lessons) Linked into topic lesson
	Online safety via 2BeSafe unit on purple mash during Wellbeing Wednesday					
Y5	Game Creator (5 lessons)	Quizzing (6 lessons)	Spreadsheets 5.3 (6 lessons)	Coding (6 lessons)	23 lessons	Word processing (8 lessons)
	Online safety via 2BeSafe unit on purple mash during Wellbeing Wednesday					
Y6	Networks (4 lessons)	Graphing (4 lessons)	Spreadsheets (5 lessons)	Coding (6 lessons)	19 lessons	Blogging (4 lessons)
	Online safety via 2BeSafe unit on purple mash during Wellbeing Wednesday					

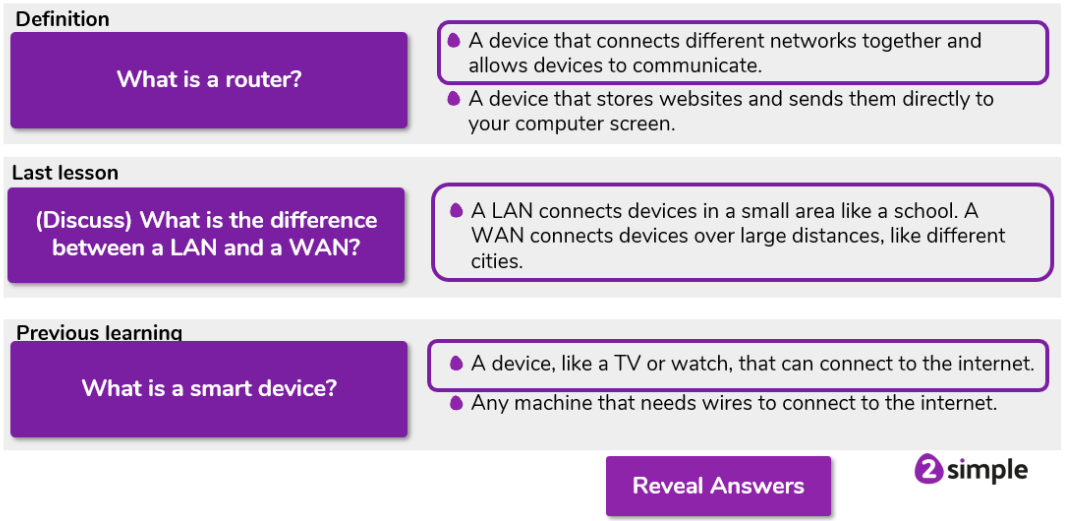
Digital literacy	Computing science	Information technology

Implementation

Subject Specific

- Retrieval is embedded within Purple Mash slides in the knowledge and skills check slides.
- Computing vocabulary is explicitly taught and expected to be used verbally.
- Pupils are expected to debug and refine their work independently where possible.
- Each lesson must be evidenced on Showbie via screenshot.
- Outcomes must demonstrate progression in skill, not just task completion.

Knowledge and Skills Check



Vocabulary Overview

Words encountered previously	New in this lesson
Network: A group of connected computers and devices that can share information and resources.	**World Wide Web (WWW):** A service on the internet that includes websites and web pages.
LAN (Local Area Network): A network in a small area like a home, school, or office.	**Website:** A collection of pages of information on the Web.
WAN (Wide Area Network): A network that covers a large area, like the internet.	**Web Browser:** A program used to look at websites.
Router: A device that connects different networks together and allows devices to communicate.	**Email:** A method of sending messages over the internet.
Wi-Fi: A wireless way to connect devices to a network.	
Internet: A global WAN that connects millions of computers and networks around the world.	

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Online Safety

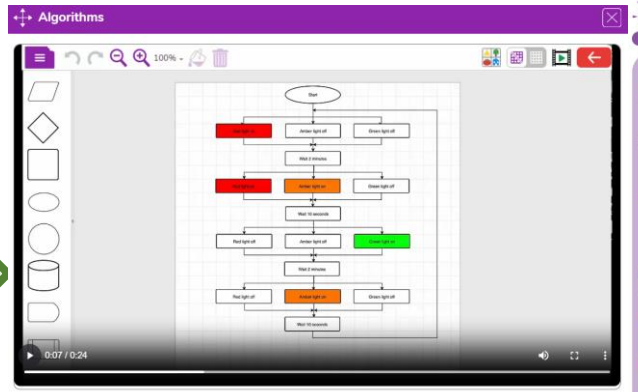
- Taught weekly through the 2BeSafe unit.
- Embedded across all computing units.
- Pupils develop understanding of responsible digital behaviour and safe online practice.

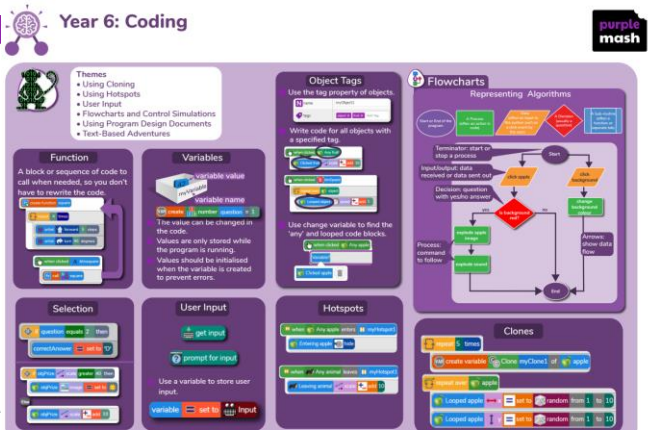
2BeSafe - Being Safe in a Digital World

Implementation

Inclusion

- Clear step-by-step modelling supports all learners.
- Screenshots and screen recordings uploaded to Showbie allow pupils to revisit learning.
- Alternative methods of explanation permitted (verbal explanation, screen recording, learning mats).
- Open-ended coding challenges provided for greater depth pupils.





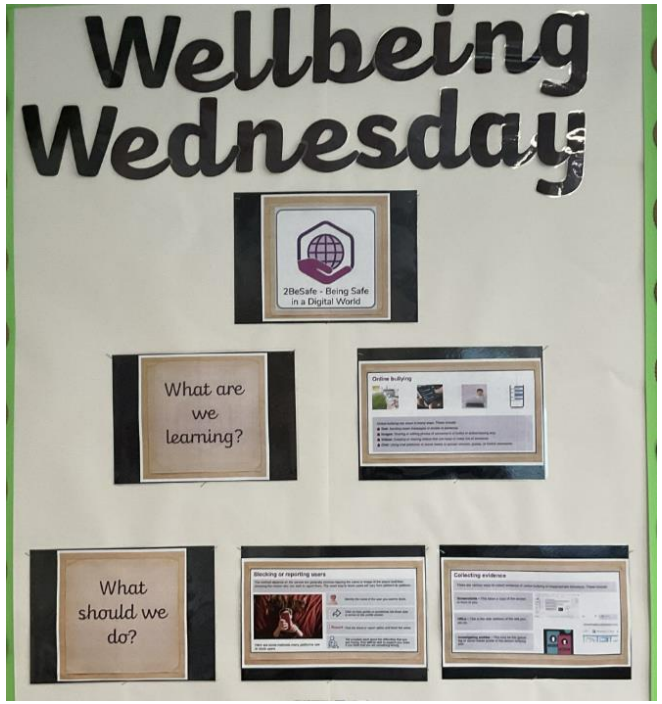
Environment

Online safety expectations visible in classrooms.

Vocabulary displayed for current computing unit.

Clear routines and expectations for iPad use.

Online safety reminders revisited weekly.

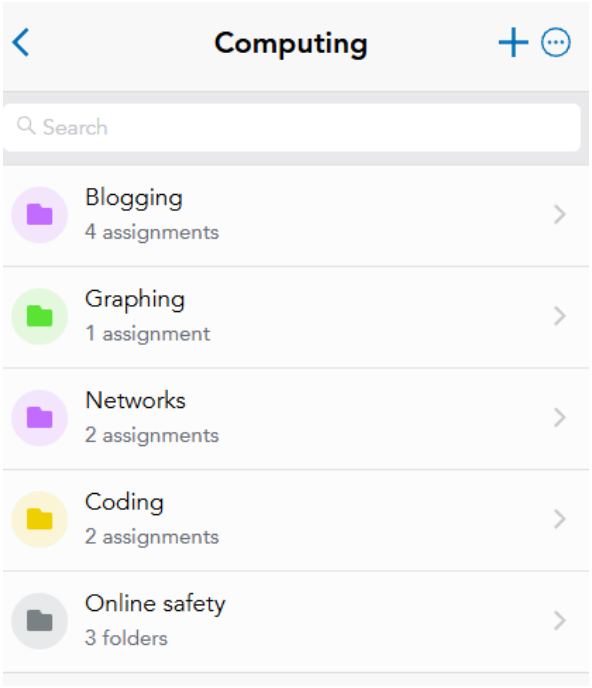


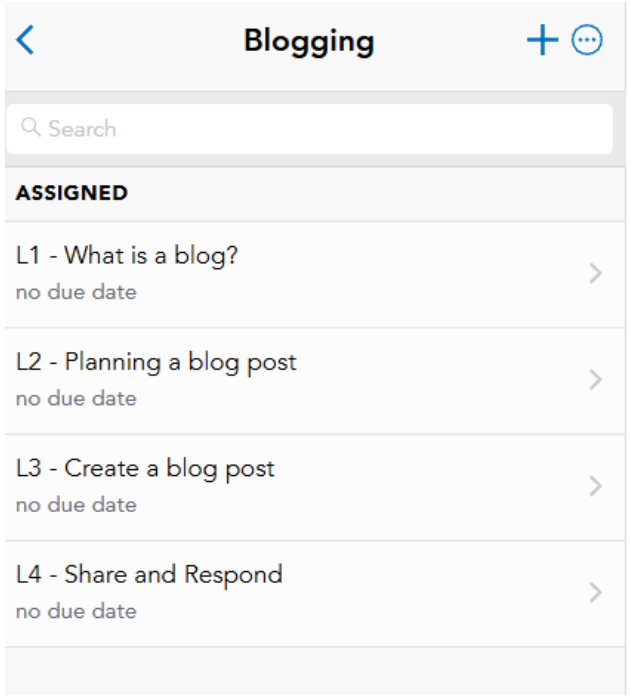


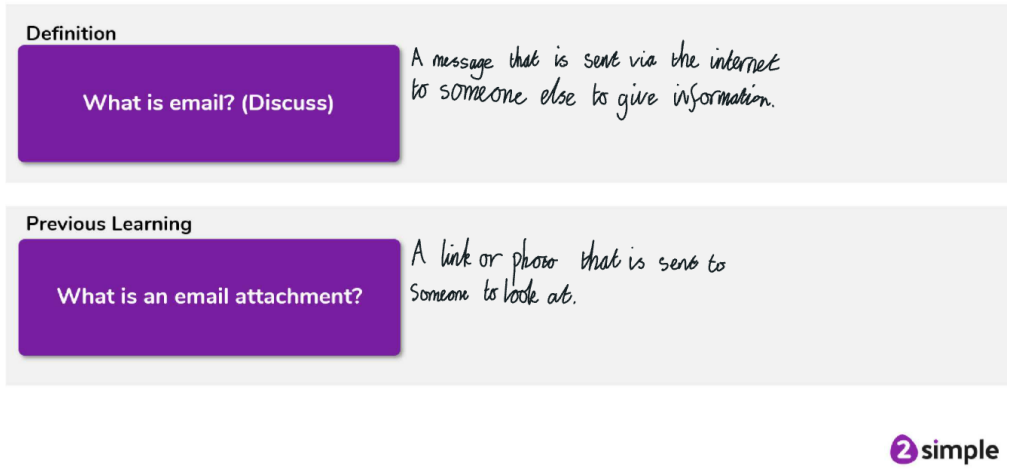
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Evidencing on Showbie

- Every lesson evidenced via screenshot.
- Clear sequence of assignments labelled with learning objectives.
- Evidence of debugging, refinement and independent application.
- High expectations of presentation maintained.



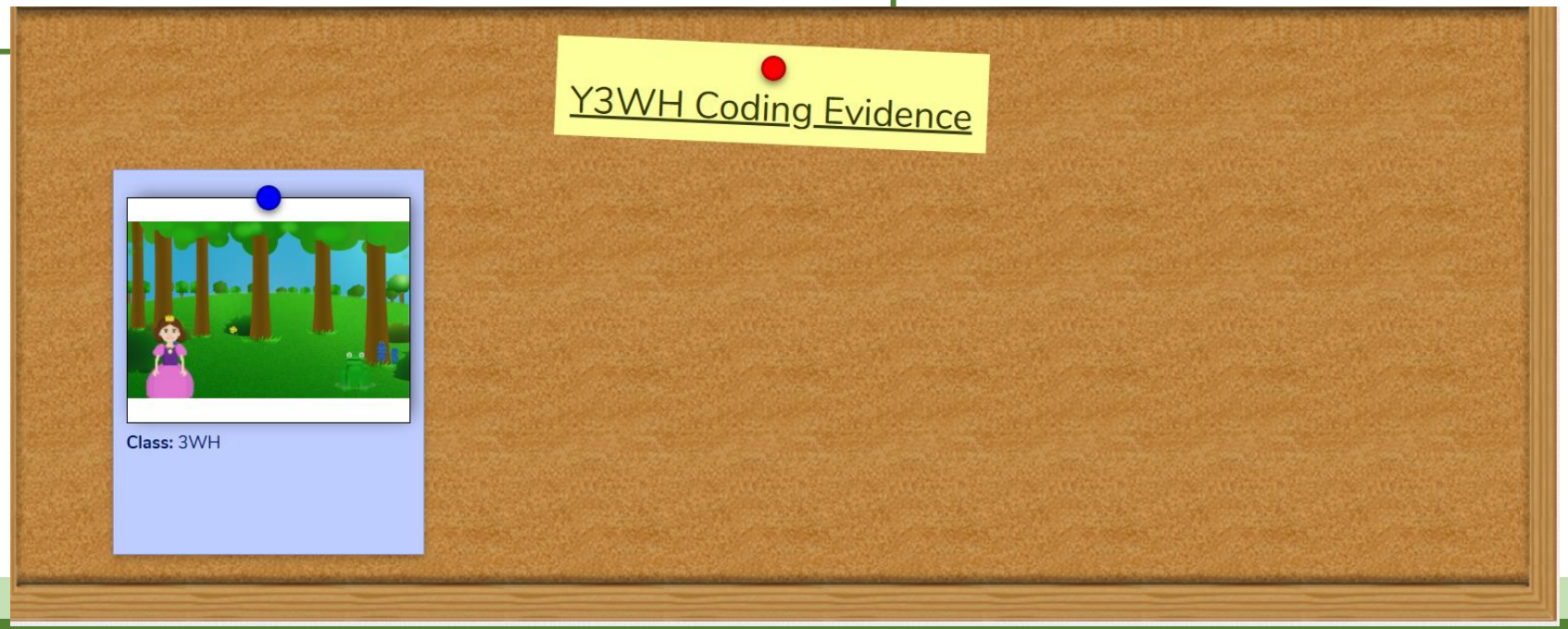




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Evidencing on Purple Mash

- Record any coding games, animation or videos via the School display board on Purple Mash.
- Here is link on how to set it up: https://app.tango.us/app/workflow/Create-Purple-Mash-School-Display-337ca5d27a214aff82fbc5639193408a
- Here is a guide on how the children add their work: https://app.tango.us/app/workflow/Display-Purple-Mash-6W-Board-20510a39c115496d9c4dc428b27f8acc

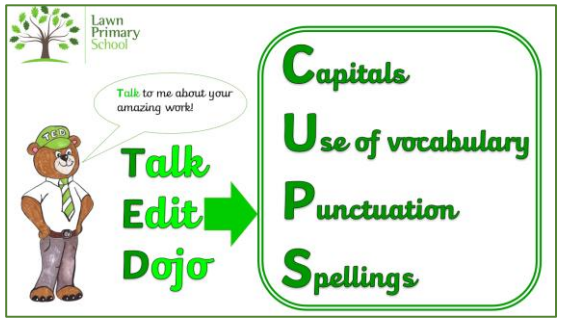


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Marking and Feedback

- Feedback provided via TED where appropriate.
- Teachers should mostly provide verbal feedback during the lesson. Teachers also may use annotated screenshots to highlight improvements .
- Pupils refine and improve digital work in response to feedback.

Marking and Feedback



Monitoring

- Curriculum monitoring conducted twice yearly.
- Evidence triangulated through:
- Pupil voice
- Showbie outcomes
- Lesson drop-ins
- Digital portfolio review
- Findings reported to SLT with next steps identified.

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Summative Assessment

Assessment completed unit by unit using the criteria provided by Purple Mash for the unit.

Judgements based on independent application of skills, vocabulary understanding and debugging capability.

Recorded on Insight (MET / NOT MET).

