

# Y1

Focus on basic skills at the start of the year

Unit 1.1 We are Treasure Hunters

Unit 2.2 We are TV Chefs

Unit 1.3 We are Painters

Unit 1.4 We are Collectors

Unit 1.5 We are Storytellers

Unit 1.6 We are Celebrating

# Y2

Focus on basic skills at the start of the year

Unit 2.1 We are Astronauts

Unit 2.2 We are Game testers

Unit 2.3 We are Photographers

Unit 2.4 We are Researchers

Unit 2.5 We are Detectives

Unit 2.6 We are Zoologists

# Y3

Focus on basic skills at the start of the year

Unit 3.1 We are Programmers

Unit 3.2 We are Bug Fixers

Unit 3.3 We are Presenters

Unit 3.4 We are Network Engineers

Unit 3.5 We are Communicators

Unit 3.6 We are Opinion Pollsters

# Y4

Focus on basic skills at the start of the year

Unit 4.1 We are Software Developers

Unit 4.2 We are Toy Designers

Unit 4.3 We are Musicians

Unit 4.4 We are HTML editors

Unit 4.5 We are Co-authors

Unit 4.6 We are Meteorologists

# Y5

Focus on basic skills at the start of the year

Unit 5.1 We are Game Developers

Unit 5.2 We are Cryptographers

Unit 5.3 We are Artists

Unit 5.4 We are Web Developers

Unit 5.5 We are Bloggers

Unit 5.6 We are Architects

# Y6

Focus on basic skills at the start of the year

Unit 6.1 We are adventure gamers

Unit 6.2 We are computational thinkers

Unit 6.3 We are advertisers

Unit 6.4 We are network technicians

Unit 6.5 We are travel writers

Unit 6.6 We are publishers

## Purpose of Study

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

### Aims

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

At Wilbraham Primary School, we follow the Rising Stars curriculum.



# Computing

[Computing National Curriculum](#)