Welcome to
Westbury Park School
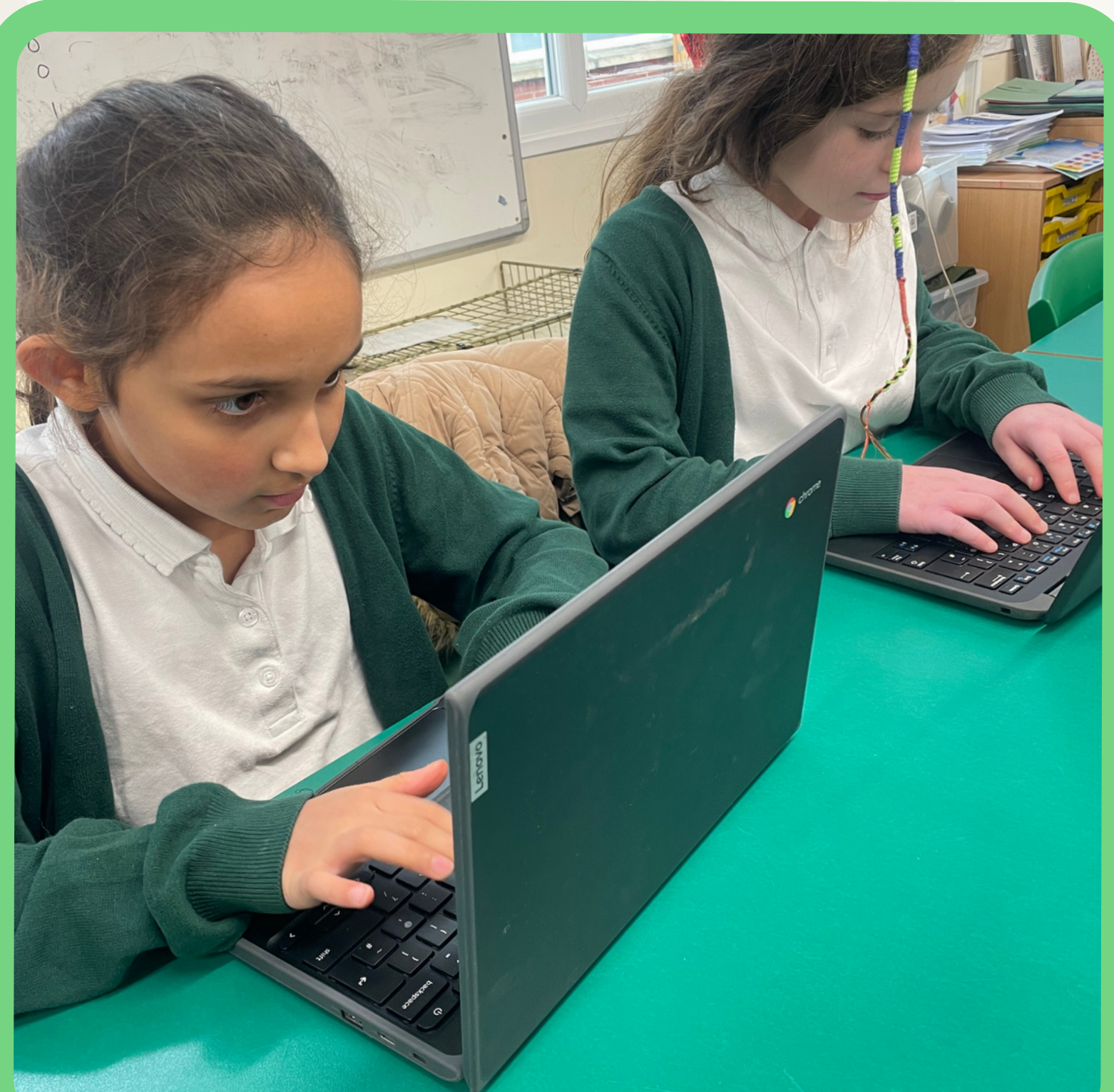
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OUR 125TH
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WESTBURY PARK SCHOOL

COMPUTING CURRICULUM

OUR VISION

At Westbury Park, our vision is for children to be confident, creative and safe digital citizens. We promote safety and kindness as well as skill and knowledge thus enabling all children to be fluent in a variety of technologies that go beyond a computer.

OUR WESTBURY PARK CURRICULUM PILLARS

At Westbury Park School, five pillars underpin the intent and ethos of our curriculum, allowing for all children to experience a broad and balanced experience across all areas of leanirng.

Language & Oracy

Enrichment & Community

Connection & Purpose

Build & Challenge

Creativity & Curiosity

WESTBURY PARK SCHOOL

STATUTORY COVERAGE

Key Stage 1

Using and understanding algorithms

Create and debug simple programs

Predicting simple programs

Create, organise, store, manipulate and retrieve digital content

Reocgnise common uses of IT beyond school

Use technology safely and respectfully

Key Stage 2

Design, write and debug programs

Use sequence, selection and repeition in programs

Think about input and output

Explain how simple algorithms work

Understand computer networks

Use search technologies effectively

Select, use and combine a variety of software on digital devices

Use technology safely and respectfully, knowing how to report concerns

WESTBURY PARK SCHOOL

OUR WESTBURY PARK COMPUTING STRANDS

- Systems & Networks
- Programming
- Creating Media
- Data Handling
- Online Safety

KEY SKILLS

Understanding and using systems and networks

Programming and Coding

Creating Digital Media

Data Handling

Staying Safe Online

OVERVIEW - EYFS & KS1

	Systems & Networks	Programming	Creating Media	Data Handling	Online Safety
EYFS	In EYFS, practitioners support children in experiencing a range of technologies – safely using cameras, photocopiers, CD players, ipads and programmable toys, in addition to computers.				
Y1	Mouse Skills	Unplugged Algorithms& Beebots	Digital Images	Economic WellBeing	Kindness, consent, sharing personal info, time, safety and security, critical consumption, further support.
Y2	What is a computer?	Algorithms and debugging / Scratch Jnr		International Space Station	

OVERVIEW- KS2

	Systems & Networks	Programming	Creating Media	Data Handling	Online Safety
Y3	Networks and the Internet	Scratch	Video Trailers		Kindness, consent, sharing personal info, time, safety and security, critical consumption, further support.
Y4	Collaborative Learning (Google Suite)	Further Scratch		Investigating Weather	
Y5	Search Engines	Programming Music	Stop Motion Animation	Mars Rover	
Y6	Bletchley Park	Intro to Python	Podcasting	Big Data	

WESTBURY PARK SCHOOL

OUR WESTBURY PARK EXTRAS

Robotics Club

Podcast

Stem Week

Digital Leaders

Coding Club

Happy News School Newspaper

Safer Internet Day

Digital Conferences