

Computing - Digital literacy

National Curriculum - Purpose of study

Computing 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.

National Curriculum - Aims The national curriculum for computing aims to ensure that all pupils: are competent, confident and creative users of information and communication technology.

N.C. Subject Content - Key stage 1

To use technology purposefully to create, organise, store, manipulate and retrieve digital content ♣ recognise common uses of information technology beyond school.

N.C. Subject Content - Key stage 2

To understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.n

To use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

Meridian Trust

At Meridian Trust, each school uses child friendly phrasing to teach children what Computer Science is:

EYFS and KS1 - the use of technology to live, learn and work.

KS2 – the use of technology to live, learn, and work in a society where communication and access to information is increasingly through digital technologies like internet platforms, social media, and mobile devices.

At Meridian Trust, our schools follow a two year cycle for the Computing curriculum where each strand (computer science, information technology and digital literacy) are built on throughout the phases: Reception, Year ½, Year ¾ and Year 5/6.

Cycle A	
EYFS Same as Cycle B	<p><u>Computing systems and networks</u> Can name different simple technology with support for unfamiliar technology. Can start to recognise letters in own name on a keyboard with support</p> <p><u>Fundamental Skills</u> Can find the camera app and click on the link when hovering over the QR code with support.</p> <p><u>Computing systems and networks</u> Can name different simple technology. Can recognise letters in own name on a keyboard with support.</p> <p><u>Fundamental Skills</u> Can find the camera app and click on the link when hovering over the QR code with less support. Can log on to device with support.</p> <p><u>Computing systems and networks</u> Can name different simple technology including new ones.</p> <p><u>Fundamental Skills</u> Can find the camera app and click on the link when hovering over the QR code. Can log onto a device with no support.</p>
Year 1/2	<p>Fundamental Skills (5 hours)</p> <p>Computing Systems and Networks (Technology Around Us) (Y1, L1&2, Y2 L1-4) – (6 hours)</p>

Year 3/4	Computing Systems and Networks (Connecting Computer) (5 hours)
Year 5/6	Computing Systems and Networks – sharing information (Y5) (4 hours) Computing Systems and Networks – Communication (Y6) (4 hours)
Cycle B	
EYFS Same as Cycle A	<p><u>Computing systems and networks</u> Can name different simple technology with support for unfamiliar technology. Can start to recognise letters in own name on a keyboard with support</p> <p><u>Fundamental Skills</u> Can find the camera app and click on the link when hovering over the QR code with support.</p> <p><u>Computing systems and networks</u> Can name different simple technology. Can recognise letters in own name on a keyboard with support.</p> <p><u>Fundamental Skills</u> Can find the camera app and click on the link when hovering over the QR code with less support. Can log on to device with support.</p> <p><u>Computing systems and networks</u> Can name different simple technology including new ones.</p> <p><u>Fundamental Skills</u> Can find the camera app and click on the link when hovering over the QR code. Can log onto a device with no support.</p>
Year 1/2	Fundamental Skills (5 hours)
Year 3/4	Computing Systems and Networks (the internet)
Year 5/6	