

Purpose: This document provides an overview of the units taught and the progression of learning within the Computing curriculum received by pupils of Henry Chichele Primary School.

Subject	How skills developed in Computing are used in this subject
English	Pupils practice reading and writing in a variety of forms throughout their computing lessons. For example, in Year 1 children explore animated story books (unit 1.6). In year 2 and 3, children produce presentations which require persuasive writing skills. Children in year 4 experiment with writing for different audiences in various digital formats (unit 4.4). In year 5 and 6, children use common word processors to write up a variety of pre-written and self-written texts. Also, in year 6 pupils create their own text adventures (unit 6.5), combining their creative writing and programming skills into a single project.
Maths	Maths and Computing are closely linked subjects, and throughout their Computing lessons pupils will use mathematical skills and reasoning for many programming and problem solving applications. In every year group, children look at the use of spreadsheets for data management and visualisation at an age-appropriate level using a variety of common spreadsheet programs. Further, in year 1 and year 3 pupils create pictograms (unit 1.3) and graphs (unit 3.8).
Science, History and Geography	As subjects driven by discovery and research, Science, History and Geography are all supported by Computing primarily in the form of research activities making use of search engines. The effective and safe use of search engines is covered throughout a pupil's journey through Henry Chichele Primary School, in particular in year 2 and 4 where children complete specific effective searching units (units 2.5 and 4.7). Computers are also regularly used in subject lessons, especially within upper key stage 2, to enable independent research of a given topic.



Music	The use of computer technology within Music is experienced primarily through the appreciation and discussion of musical instruments and composition within Music lessons. Further, in year 2 and year 4 pupils complete a Computing unit focussed on the creation of music using Purple Mash (units 2.7 and 4.9).
Art	Computing supports Art through the use of computers to both discover and create artwork. Pupils throughout the school complete a number of art-based Computing topics. In years 2 and 4 pupils use graphic design programs to create 2d images (units 2.6 and 4.5). In year 5 pupils also experience the use of graphic design tools for 3d modelling (unit 5.6).
Design and Technology	Design and Technology is supported by Computing primarily through the use of CAD programs which provide pupils with an understanding of how CAD is used and prepare them for more complex CAD programs in their future education. This is seen in year 1 with a unit which uses Computers to design a Lego construction (unit 1.4). Further, pupils apply critical and evaluative skills learning in Design and Technology to several of their digital creations, including video games created in year 5 (unit 5.5) and various coding activities found across all year groups.