St Vincent's Catholic Primary School

To love, serve and learn as Jesus shows us

Computing Curriculum Document

Intent

At St. Vincent's, Computing is taught as a purposeful and empowering subject that equips pupils with the knowledge, skills, and digital literacy they need to thrive in an increasingly digital world. Rooted in our Catholic ethos and guided by our school values – to love, to serve, to learn – we aim to develop pupils who use technology wisely, compassionately, and responsibly.

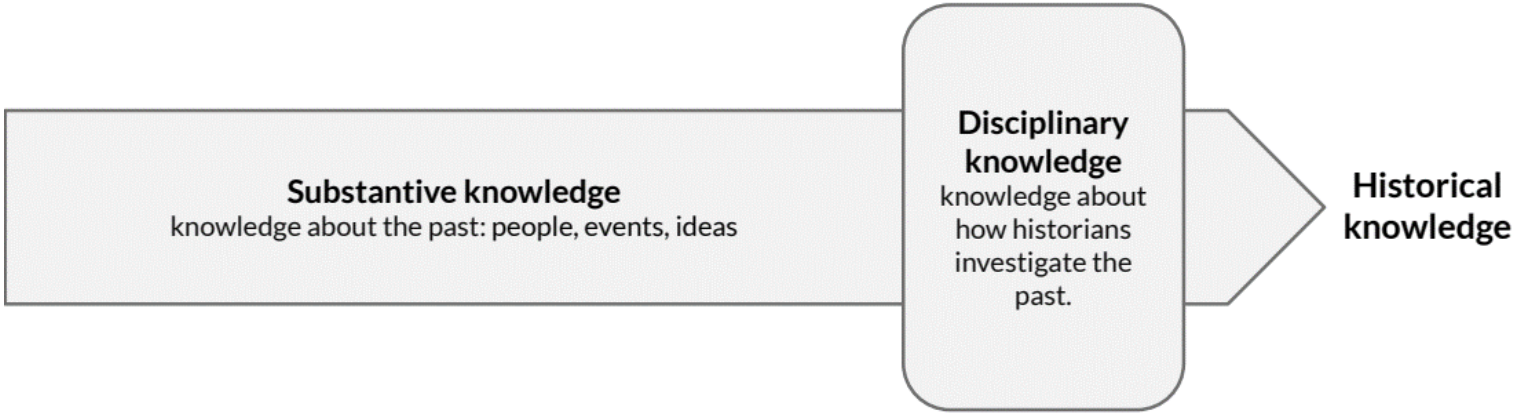
In line with the National Curriculum for Computing, our intent is to ensure that all pupils:
Love learning about technology by engaging in creative, stimulating, and inclusive experiences that promote curiosity, imagination, and joy in exploring digital tools.
Serve others through responsible digital citizenship, understanding the ethical impact of their actions online, and using their skills to support, encourage, and include others in their digital communities.
Learn to become confident, competent users of technology, with secure foundations in computer science, information technology, and digital literacy.

Our Computing curriculum promotes respect for the dignity of every person, echoing the Catholic teaching of stewardship and community. Pupils are taught to reflect on how technology can be used for the common good, uphold Gospel values in their digital interactions, and discern right from wrong in their online behaviour.

Through Computing, we nurture future-ready learners who are not only digitally capable but morally grounded, using their gifts to make a positive difference in the world.

How is Computing taught at St. Vincent's

Substantive knowledge	Disciplinary knowledge
This refers to the content within history learning, the knowledge of the past: people, events, ideas and so on. This is regularly taught within primary school history with children learning about the key events and people of a variety of historical periods.	This refers to a knowledge of how historians investigate the past, and how they construct historical claims, arguments and accounts.



Our curriculum has been designed chronologically.
At EYFS and KS1, History learning will begin with themselves, changes within living memory and key events in world history to evoke awe and wonder.
At KS2, cycle A will focus on British History and changes in the lives of Britons. Cycle B will focus on history of the wider world. Each cycle will include opportunities to link to learning in the adjacent cycle.
The children will learn about key figures (significant people) in all units of work. These figures will be diverse and will represent people from a range of different social and ethnic backgrounds and of different genders.
Museum visits will be planned to extend learning above and beyond the curriculum.

Pedagogy

What a lesson looks like at St Vincent's:

We begin by placing the lesson in context:
-recap of prior knowledge
-recap of knowledge organiser so far (referred to in books and on IWB)
-Identification of what is on the knowledge organiser we are focusing on today.
-Identification on the timeline about when this takes place in history (highlight) and what else was happening at that time. Where possible use of a map, to show where in the world this takes place.

New content teaching:
-Teaching of new substantive knowledge (factual content). Reinforce key concepts; invasion, trade, monarch, empire, kingdoms' which repeat themselves in different historical periods.
-Teaching of new disciplinary knowledge: Historical skills and enquiry.
-Key vocabulary
Time to apply learning and demonstrate understanding

Curriculum Overview

2026/2027

EYFS Cycle A – Autumn		EYFS Cycle A – Spring		EYFS Cycle A – Summer	
Introduction to technology	Interactive Touchscreen – matching games	Interactive Touchscreen – voice recording	Interactive Touchscreen – taking photographs	Interactive Touchscreen – exploring paint programmes	Introduction to Coding - Beebots
EYFS Cycle B – Autumn		**EYFS Cycle B – Spring**		**EYFS Cycle B – Summer**	
Introduction to technology	Coding – following a series of instructions	Early digital music	Online safety	Mouse and Keyboard skills	Digital art and design

Year 1/2 Cycle A – Autumn		Year 1/2 Cycle A – Spring		Year 1/2 Cycle A – Summer	
Mouse and Keyboard skills	Google docs processing skills	Digital painting	Programming toys - Beebots	Online Safety (Y1)	Programming with Scratch Jr.
Year 1/2 Cycle B – Autumn		**Year 1/2 Cycle B – Spring**		**Year 1/2 Cycle B – Summer**	
Using technology – logging in	Develop programming – learning algorithms	Online Safety (Y2)	Programming with Scratch Jr.	Digital artists	Presentation skills

Year 3/4 Cycle A – Autumn		Year 3/4 Cycle A – Spring		Year 3/4 Cycle A – Summer	
Programming with Scratch Jr.	Using Google chrome	Online Searchers and Surfers	Branching databases	Internet research and communication	Presentation skills
Year 3/4 Cycle B – Autumn		**Year 3/4 Cycle B – A Spring utumn**		**Year 3/4 Cycle B – Summer**	
Google docs processing skills	Scratch: Learning Loops	Online safety	Programming with Scratch Jr.	Animation	Communication and Collaboration

Year 5/6 Cycle A – Autumn	Year 5/6 Cycle A – Spring	Year 5/6 Cycle A – Summer

Scratch: Developing Games	Flowol (Flow charts)	Online safety	Radio Station (garage band)	3D Modelling	Strategic searching online
Year 5/6 Cycle B – Autumn		**Year 5/6 Cycle B – Spring**		**Year 5/6 Cycle B – Summer**	
Scratch: Animated stories	Spreadsheets (Google sheets)	Online safety	Film Making - iMovie	Kodu Programming	Know your Network

2025 / 2026

EYFS Cycle A – Autumn		**EYFS Cycle A – Spring**		**EYFS Cycle A – Summer**	
Introduction to technology	Interactive Touchscreen – matching games	Interactive Touchscreen – voice recording	Interactive Touchscreen – taking photographs	Interactive Touchscreen – exploring paint programmes	Introduction to Coding - Beebots
EYFS Cycle B – Autumn		**EYFS Cycle B – Spring**		**EYFS Cycle B – Summer**	
Introduction to technology	Coding – following a series of instructions	Online safety	Early digital music	Mouse and Keyboard skills	Digital art and design

Year 1 – Autumn		**Year 1 – Spring**		**Year 1 – Summer**	
Mouse and Keyboard skills	Google docs processing skills	Digital painting	Programming toys - Beebots	Online Safety (Y1)	Programming with Scratch Jr.
Year 2 – Autumn		**Year 2 – Spring**		**Year 2 – Summer**	
Mouse and Keyboard skills	Google docs processing skills	Digital painting	Programming toys - Beebots	Online Safety (Y1)	Programming with Scratch Jr.

Year 3/4 Cycle A – Autumn		**Year 3/4 Cycle A – Spring**		**Year 3/4 Cycle A – Summer**	
Programming with Scratch Jr.	Using Google chrome	Online Searchers and Surfers	Branching databases	Internet research and communication	Presentation skills
Year 3/4 Cycle B – Autumn		**Year 3/4 Cycle B – A Spring**		**Year 3/4 Cycle B – Summer**	

Google docs processing skills	Scratch: Learning Loops	Online safety	Programming with Scratch Jr.	Animation	Communication and Collaboration

Year 5 – Autumn		**Year 5 – Spring**		**Year 5 – Summer**	
Scratch: Developing Games	Flowol (Flow charts)	Online safety	Radio Station (garage band)	3D Modelling	Strategic searching online
Year 6 Autumn		**Year 6 – Spring**		**Year 6 – Summer**	
Scratch: Animated stories	Spreadsheets (Google sheets)	Online safety	Film Making - iMovie	Kodu Programming	Know your Network