



Computing Whole School Coverage Map for academic year 2020/2021 – Covid Recovery Curriculum rationale

This document aims to outline what skills will be taught through **discrete computing lessons** and which will be taught and evidenced through a **cross curricular approach** for the academic year 2020/2021. Through teaching the same area at the same time clear progression can be evidenced across the school. (See **Whole School Computing Progression document** for more info on year specific expectations). The Spring Two and Summer Term gaps allow for teachers to assess the impact of COVID 19 and teach any missing units from last summer. I suggest a revisit of Computational thinking and Coding/Programming as this is a weaker area and one where the children have gaps. Teachers should look at the previous year's objectives when teaching Autumn One and Autumn Two to identify any missed learning, they can then move onto their own year's objectives later in the year.

Information Technology	Computer Science	Digital Literacy
Word Processing/Typing	Computational Thinking	Self image and identity
Data Handling	Coding/Programming	Online Relationships
Presentations, Web Design and eBook creation	Computer Networks	Online Reputation
Animation		Online Bullying
Video Creation		Managing online information
Photography and Digital Art		Health/Wellbeing and Lifestyle
Augmented Reality and Virtual Reality		Privacy and Security
Sound		Copyright and Ownership

	Discrete Computing Sessions	Cross Curricular
Autumn One	Computational Thinking	Word Processing/Typing
	Self image and identity Health/wellbeing and Lifestyle	Video Creation
Autumn Two	Coding/Programming	Data Handling
	Online Relationships Online Reputation Online Bullying	Sound
	KS2 – Computer Networks	Presentation, Web Design and eBook Creation
Spring One	Managing online information	
	COVID 19 – Catch up Computational Thinking	Animation
Spring Two	Privacy and Security	
	COVID 19 – Catch up Coding/Programming	Photography and Digital Art
Summer One	Copyright and Ownership	
	COVID 19 – Catch up AFL of gaps or use session for core catch up	Augmented Reality and Virtual Reality