

Lickey Hills Primary School and Nursery – School Newsletter

Friday 17th February 2023

Curriculum Corner - Computing

Computing at Lickey Hills:

At Lickey Hills Primary School, we believe that our children should be able to use computational thinking and creativity to understand and change an increasingly technological world. Our computing curriculum develops our children's understanding and confidence through four core threads which are taught and built upon in each year group; Computing systems and networks; using technology for media applications; using technology for storing data and information; and programming. Woven through this is a fifth core thread of using technology safely and responsibly. Our aim is for our children to be best equipped for the future workplace and to be safe and responsible users of technology.



EYFS - Introduction to Computing

Early Years is very much about familiarising our children with technology and introducing them to using technology safely and responsibly. Recently children have been exploring the Bee-Bots using a simple set of instructions. They have enjoyed using the forward button and predicting how many times they might need to press 'forward' so that it stops at a specific location. They have learnt about the importance of keeping their personal information private and to always ask someone as to whether it is ok before taking their photo. Well done Early Years, keep up the great work!!



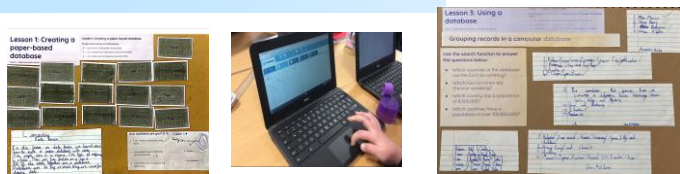
Year 2- Programming - Robot algorithms

Year 2 have had great fun using the Bee-Bots and developing their understanding of instructions in sequences as well as using logical reasoning to predict outcomes. The children began by creating algorithms to program a sequence for the Bee-Bots to follow, they then swapped their algorithms with another group to test if they were sequenced correctly. Then they designed, created and tested their own mats for a Bee-Bot, exploring the ideas that design in programming not only includes code and algorithms but also artwork. Children then designed an algorithm to move their Bee-Bot around their mat, identifying the starting and finishing points on their route.



Year 3- Programming - Sequencing Sounds

This half term Year 3 have been exploring the concept of sequencing through the program Scratch. They began with an introduction to the programming environment, which was new to most children. They were introduced to a selection of motion, sound, and event blocks which they used to create their own programs, featuring sequencing.

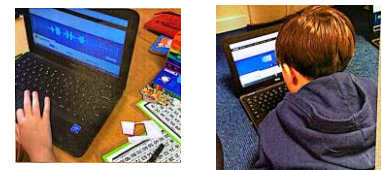


Year 5- Data and Information - Flat File Databases

During this unit Year 5 children looked at how a flat-file database can be used to organise data in records. Children used tools within the database to order and answer questions about data. They used real life databases to answer a question and present their work to others. Children explored the advantages of a computer database over paper records and decided that computer databases find information quicker and take up less storage space! Great work this term Year 5!

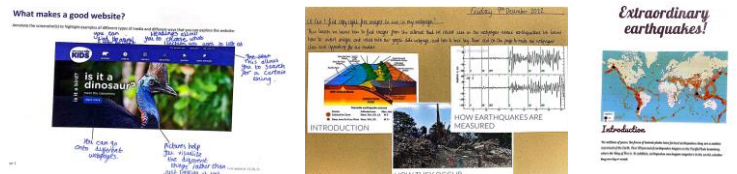
Year 1- Creating Media - Digital Painting

This term, Year 1 has been developing their understanding of a range of tools used for digital painting. They have used these tools to create their own digital paintings while gaining inspiration from a range of artists' work. They have used shapes and lines in the paintz.app to create digital paintings in the style of Piet Mondrian. Children selected appropriate colours, brush sizes and brush tools to independently create their own image in the style of Wassily Kandinsky. They preferred creating Kandinsky artwork to Mondrian as it was easier to layer circles on top of each other, and it was more fun and colourful as Mondrian typically used only primary colours. Year 1 felt that it was easier to paint with a brush on paper rather than on the iPads as they had more control of an actual brush in their hand than a brush on a computer screen.



Year 4- Computing Systems and Networks - The Internet

During this unit Year 4 learnt that the World Wide Web is part of the internet and were given opportunities to explore the World Wide Web for themselves in order to learn about who owns content and what they can access, add, and create. Finally, they evaluated online content to decide how honest, accurate, or reliable it is, and to understand the consequences of false information.



Year 6- Creating Media - Web Page Creation

In this unit, the Year 6 children explored what makes a good webpage and used this information to design and evaluate their own websites using google sites. The children gained an understanding of the terms 'fair use' and 'copyright' and why they should only use copyright-free images. They thought about the structure of their websites, paying attention to the aesthetics and navigational paths (the way that pages are linked together). Our Year 6 children have created some fantastic webpages! Well done Year 6!