



## EY, KS1 and KS2 Computing Overview

- Access to education and the chance to be educated is a human right in a civilised world
- Education should provide rich intellectual and personal development for individuals and communities of people
- Education is a public good

## Our Values



## Vision

Mulberry Wood Wharf Primary is committed to striving for excellence in all that we do. Our vision is that pupils become creative and ambitious learners who strive to do their best at all times because they are motivated and guided by outstanding teams within the school. They will be able to contribute to their local community and understand how their actions impact upon the wider world. They will be caring citizens who know how to keep themselves safe and who realise that they have a role to play in looking after others. As we develop our teaching and our curriculum, we are aiming for outstanding in all that we do.

## Outstanding Achievement For All

## Our Characteristics of effective learning



We are Authors!



We are designers and artists!



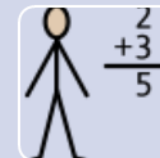
We are Scientists!



We are Historians!



We are explorers!



We are mathematicians!



We are articulate!



We are performers!

# Computing Intent Mulberry Wood Wharf Primary

At Mulberry Wood Wharf Primary, we recognise the increasingly vital role technology plays in children's lives and futures. Our intent is to equip pupils with the knowledge, skills, and understanding they need to thrive in a digital world—both within school and beyond.

We work in partnership with Junior Jam, who provide specialist computing tutors to deliver high-quality, weekly lessons to all year groups from Reception to Year 6. These sessions also support teacher PPA time. Junior Jam's curriculum covers the full breadth of the national computing curriculum and is designed to be progressive, exciting, and accessible to all learners. The programme combines core computing concepts with creative media-based modules such as music production, animation, and digital broadcasting, encouraging children to explore and develop new digital interests that may one day lead to future career paths.

However, computing at Mulberry Wood Wharf is not confined to weekly lessons. We are committed to embedding digital literacy across our wider curriculum, ensuring that children understand how technology can support and enhance their learning in a meaningful and practical way. Whether conducting online research for a history topic, creating a PowerPoint presentation in science, or producing a short film to document a design project, our pupils learn to see computing as a powerful tool for communication, exploration, and creativity.

In line with the Keeping Children Safe in Education (KCSIE) guidance, we recognise our duty to teach children how to stay safe online. Digital safeguarding is an integral part of our curriculum. Junior Jam explicitly teaches online safety within their programme, and this is further reinforced through our PSHE curriculum and assemblies. From understanding how to use devices responsibly in Key Stage 1, to navigating the online world safely in Key Stage 2, our children are taught to think critically, behave responsibly, and act with awareness when using technology.

The Junior Jam curriculum runs across six half terms with clearly defined modules:

- HT1 – iJam: Music production (KS1 & KS2)
- HT2 – iProgram: Programming and coding (KS1 & KS2)
- HT3 – iOffice & iAnimate: Microsoft Office and internet safety (KS2); stop motion and 2D animation (KS1)
- HT4 – iCreate: Animation and digital media (KS2); photography (KS1)
- HT5 – iBroadcast: Broadcasting and digital marketing (KS2); online safety and digital device use (KS1)
- HT6 – iTech: Technology in the wider world (KS2); filmography and video editing (KS1)

Each year group follows a carefully structured and progressive curriculum designed to build on prior learning and meet national expectations. Weekly 45-minute to 1-hour lessons ensure consistency and progression, supported by detailed lesson plans, progression maps, and curriculum link documents that evidence coverage and impact.

Ultimately, our aim is for every child at Mulberry Wood Wharf Primary to leave with confidence in their computing abilities, a secure understanding of how to use technology safely, and the curiosity to continue learning in this ever-evolving digital landscape.

# Early Years curriculum and Computing



Our approach to computing begins in the Early Years Foundation Stage, where we lay the foundations for future learning through play, exploration, and purposeful use of technology. While the EYFS does not have a discrete computing strand, digital literacy is meaningfully embedded across the **seven areas of learning**, particularly in:

- **Understanding the World** – children explore how technology is used in the world around them, from digital devices at home to communication tools in school.
- **Communication and Language** – using voice recorders, microphones, and digital storytelling helps children develop expressive language skills.
- **Expressive Arts and Design** – apps and digital tools support mark-making, music, and media creation.
- **Personal, Social and Emotional Development** – learning about safe use of devices helps promote responsible choices and online awareness at a developmentally appropriate level.

Computing in EYFS is introduced through **continuous provision** that reflects real-life contexts. For example:

- In the **Home Corner**, children may role-play with toy phones, pretend tablets, or tills, mimicking everyday interactions with technology.
- In the **Listening Area**, children use CD players, iPads, or audio devices to access stories and music, helping develop independence and digital fluency.
- In the **Creative Area**, children use simple mark-making or drawing apps on tablets to enhance their artwork and storytelling.
- In the **Construction Area**, programmable toys such as Bee-Bots help develop early logic, sequencing, and directional language.

We provide opportunities for children to interact with technology in a meaningful and age-appropriate way, building their understanding that digital tools can support their learning, creativity, and communication.

# Implementation

At Mulberry Wood Wharf Primary, computing is implemented through weekly lessons delivered by Junior Jam tutors, who are subject specialists trained to deliver engaging and progressive computing content from Reception through to Year 6. Their curriculum is structured to cover the three key strands of the National Curriculum:

- Computer Science – developing pupils’ understanding of coding and programming using a range of physical and digital resources
- Information Technology – teaching the skills needed to operate, manipulate, and create content using various programmes and systems
- Digital Literacy – supporting pupils to use technology safely, responsibly, and critically, with awareness of online risks

Junior Jam tutors embed aspects of computational thinking into all modules to develop children’s independence, logic and problem-solving skills. The key principles taught include:

- Decomposition – breaking down problems into smaller, manageable parts
- Pattern Recognition – identifying patterns and using data to make predictions
- Abstraction – filtering out irrelevant information to focus on key features
- Algorithmic Design – creating step-by-step instructions to solve problems effectively

To deepen pupils’ engagement and understanding, Junior Jam tutors make use of a wide range of digital tools and resources, including apps such as Scratch, Hopscotch, Tynker, and Lightbot. These platforms support hands-on learning in coding and game design while promoting creativity and logical thinking.

The computing experience is further enhanced through additional resources such as headphones, animation kits, and differentiated programming booklets, which provide scaffolded challenges to meet the needs of all learners.

Online safety is treated as a priority. A dedicated half-term is set aside for internet safety in both Key Stage 1 and Key Stage 2, taught by Junior Jam tutors through age-appropriate, practical, and scenario-based learning. This learning is revisited and reinforced at regular points across the year and complemented by whole-school approaches such as PSHE lessons and assemblies.

To ensure consistency and progression, Junior Jam tutors follow detailed planning documents, knowledge organisers, and progression maps, which outline the vocabulary, skills and concepts to be covered in each unit. Key terminology is taught explicitly and used regularly to help pupils build a confident and consistent language around computing and technology.

All computing sessions are carefully tailored to meet the expectations of each year group, but they also remain flexible and can be adapted by Junior Jam tutors in real time to respond to the specific needs and interests of each class. Teachers and leaders at Mulberry Wood Wharf can access real-time updates on teaching through the IMPACT portal, where delivery is tracked, monitored, and adjusted where needed. Through this structured, specialist-led, and adaptable approach, we ensure that computing is taught with depth, purpose, and continuity—equipping pupils with the knowledge and skills they need to navigate the digital world confidently and safely.

	Rec	Y1	Y2	Y3 coming soon...
Aut 1	<p>Ijam - Pupils will learn about instrumentation, be able to name them on sight, and recognise them through sound. Pupils will use these instruments to create pieces of music and play along to tracks through the use of iOS apps. Pupils will also be able to create musical projects within the app BANDIMAL. Some pupils will also learn how to navigate very basic functions within GarageBand.</p>	<p>Ijam - .To be confident in use of the app Garage Band. To know how to use it's simple functions like 'Live Loops' and begin to understand Smart instruments. To know all parts of the songs and be able to recognise them.</p>	<p>Ijam - e the class will be learning all about genre. They will be able to identify different genres throughout different times in history, and some will be able to give key characteristics from those genres. Pupils will also be able to use filter functions correctly to obtain specific samples. Some pupils by the end of the course will be able to mix samples from different genres with success</p>	
Aut 2	<p>Iprogram Throughout the rProgram course the class will start to learn what coding is. They will look at different technology throughout the home and in other environments and discuss their uses. Through looking at different technology they will start to understand how and why things work the way they do.</p>	<p>Iprogram - To learn to program simple shapes on the app Kids Coding. To understand how to write in steps and be able to demonstrate when writing code. To be able to use code to solve problems.</p>	<p>Iprogram: Pupils will be able to understand what Blockly is, and confidently use it to code on the Hopscotch app. They will be able to create multiple programs for multiples characters and change the outcome of their code based on multiple conditionals.</p>	
Spr 1	<p>Ianimate - : Pupils will learn how to create different 2D animations across two apps. They will learn how to record their voices into the animation, making it more of a story then a drawing. They will learn how to create a flip book and draw in a consistent manner with the use of an 'Onion Skin' to help with continuity. Pupils will also animate without the onion skin and learn how it aids with animation.</p>	<p>Ianimate - pupils will learn the fundamentals of 'Stop Motion' animation and how to produce one. Pupils will learn how to animate characters, how to get 'clean shots' and to avoid 'earthquakes'.</p>	<p>Tanimate - throughout i2D pupils will learn what 2D animation is and how to create one. They will learn the difference between 2D and 3D as well as creating a flip book.</p>	
Spr 2	<p>Icreate Pupils will learn about different art mediums and how to incorporate imagination into their artwork. Pupils will learn about physical cameras and how they have changed, as well as how they operate.</p>	<p>Icreate - pupils will learn the fundamentals of photography. They will have a different project each week introducing a new keyword. Each week they will learn how that keyword translates when taking their photo and how it improves it</p>	<p>Icreate - During iMagazine, pupils will learn how to format, write and structure their own magazine. Each week they will build a new page of their publication and learn new skills on Strip Designer. At the end of the module pupils will learn about the distribution of magazines and take a look at the costs involved.</p>	
Sum 1	<p>Icommunicate - Pupils will learn about the world around them through emails to Alex the Alien. Pupils will be able to answer questions relating to different situations such as, which transport should I use, which clothing would be best for this weather, what animals live within this environment, and what about these animals makes them suitable for this environment. Pupils will also be able to say what an email should include</p>	<p>Icommunicate - Pupils will learn how to keep themselves safe whilst on digital devices. They will learn about trusting the internet, both with things they see and people they may encounter. They will be taught what classes as personal information and why they should not share this with anyone else. Pupils will also critically learn who they can speak to regarding anything that is upsetting them.</p>	<p>Icommunicatae - Throughout the iConnect course, pupils will draw upon their design and composition skills from iCreate and iJam. They will learn about seven forms of digital communication: Emails, Texts, Voice notes, Pictures, Postcards, Video Calls and Music. Pupils will learn the advantages and disadvantages for using all seven forms and test some out themselves.</p>	
Sum 2	<p>Itech - Pupils will learn the difference between Video and Photography. They will learn how to create a plot, what a good plot is made up of and how to use a character and a setting to bring the plot to life.</p>	<p>Itech - pupils will learn about six different types of technology which will be: camera, phonograph, telegraph, television, telephone and the computer. Pupils will learn about the history of the invention and how it has changed from the date of its invention to now, both in appearance and in its capabilities. Pupils will also look at why some of these inventions have become obsolete. Pupils will look at the advantages each invention brought at the time of its invention, and up to the present if it is still used.</p>	<p>Itech - pupils will learn about the equipment used on a film set and begin to recognise their uses on sight. They will learn about different camera angles and the names for the shots they take. Pupils will use Scratch Jr as a method of storyboarding as well as learning how to use two new apps within this course, Toontastic and iMovie. While using those two apps, pupils will put storyline and arc knowledge together with their learning about new camera angles to create interesting cartoons and movie trailers.</p>	

# Assessment In Computing



At Mulberry Wood Wharf, the success of our computing curriculum is evidenced in multiple ways. A key consideration in structuring our curriculum has been ensuring that pupils not only know *how* to use technology, but also *why* they are doing what is being asked of them. We aim to develop confident, thoughtful, and responsible users of technology.

By the end of their time with us, we want our pupils to have a deep and meaningful understanding of computing. They will know how to use technology safely and effectively, both in school and in their everyday lives. We also strive to instil in our pupils a healthy awareness of the balance between screen time and other activities, equipping them with lifelong digital wellbeing skills.

Junior Jam delivers our core computing curriculum and plays a key role in assessing pupil progress. Within lessons, instructors continuously monitor understanding, ensuring our curriculum intent is being met and that learning is retained over time.

Assessment is carried out through a variety of methods:

- **Verbal feedback during lessons**, supporting in-the-moment progress.
- **Session Forms**, which provide weekly updates on whether the lesson's objective was achieved. These are accessible via the school portal.
- **Course Evaluations**, produced half-termly, offering insights into how each class is progressing against age-related expectations.
- **Individual pupil reports**, available through Junior Jam's optional Reporting and Assessing programme.
- **Work uploads**, completed each half term, allowing pupils to share their work and celebrate their achievements with their teachers, peers, and families.

In addition to this, we also ensure that pupils are assessed when using technology across other areas of the curriculum. This helps us to build a more holistic picture of each child's digital competency, ensuring they are applying their computing knowledge meaningfully and confidently across the curriculum.

# How do we adapt our Computing curriculum to include all learners?



It is our expectation that all pupils participate fully in Music lessons. We use adapted tasks to support some pupils in accessing the same learning question as their peers. A small number of pupils may be working towards adapted end points for Music or may be working at a pre-subject specific stage of development. Details of the provision for these pupils can be found in their individual learning plan