

SHEFFIELD SEND COMPUTING SCHEME OF WORK

Unit Overview

The Sheffield SEND Computing Scheme of Work is split into five strands:

1. What is a Computer?
2. Communication: Multimedia
3. Communication: Data
4. Programming & Algorithms
5. Online Safety & Digital Literacy

The first strand is generally taught in the first few lessons of the year, to re-acquaint pupils with computing devices in school, and should be taught alongside another strand. **Online Safety & Digital Literacy** is delivered alongside the four strands where most relevant.

We would recommend the following weighting of the main strands 2, 3 and 4:

Communication: Multimedia	Communication: Multimedia	Communication: Multimedia
Communication: Data	Programming & Algorithms	Programming & Algorithms

So in a school year made up of 6 half terms, 3 would cover Multimedia, 2 would cover Programming and Algorithms, and 1 would cover Data. The different strands can be taught in any order, and this may depend on links with other curriculum areas.

Each strand contains up to 8 units, for examples Multimedia contains units on *Photographs, Art, Films* etc. These units contain a number of activities and resources, plus ways of teaching linked to cross-curricular themes. **It is not envisaged that every activity is taught in the unit**; rather it is for the teacher to choose one or more ideas suitable for their particular pupils, and the resources and time available. This allows for the same unit to be taught over a number of years, in different ways to pupils whose progress is limited. More than one unit may be taught in a half term, to provide challenge and depth to pupils.

Each set of units is split into three approximate levels: aimed at pupils working at levels 5 and 6 on the P Scales; levels 7 and 8 on the P Scales; and at KS1 level (equating to the old National Curriculum levels 1 and 2). Many activities are repeated across these, but at an appropriate level of understanding.

P5-6	1. What is a computer?	2. Communication: Multimedia	3. Communication: Data	4. Programming & Algorithms
	a) What is a Computer?	a) Art	a) Counting	a) We control technology
		b) Sound & Music	b) Sorting objects	b/c) Sequences & Patterns
		c) Photographs		d) Tinkering: Bee-Bots
		d) Films		
		e) eBooks		
	Online Safety			
Not applicable at this level for pupils. Resources for parents on passive viewing of inappropriate content are recommended.*				

*See the Sheffield Children’s Safeguarding Board Online Safety Curriculum – SEND appendix for more details.

P7-8	1. What is a computer?	2. Communication: Multimedia	3. Communication: Data	4. Programming & Algorithms
	a) What is a computer?	a) Art	a) Counting	a) We control technology
		b) Sound & Music	b) Sorting objects	b) Sequencing instructions
		c) Photographs	c) Pictograms	c) Finding patterns
		d) Films		d) Simple programs: Bee-Bots
		e) eBooks		e) Simple programs: apps & websites
		f) Posters & Presentations		
		g) Working with Text		
		h) Animation		
	Online Safety			
a) Searching for information online b) Personal information		c) Online friends		

NC1-2	1. What is a computer?	2. Communication: Multimedia	3. Communication: Data	4. Programming & Algorithms
	a) What is a computer?	a) Art	a/b) Counting & Sorting	a) We control technology
	b) What is the Internet?	b) Sound & Music	c) Pictograms & Charts	b) Sequencing algorithms
		c) Photographs	d) Branching databases	c) Sorting algorithms & Patterns
		d) Films		d) Simple programs: Bee-Bots
		e) eBooks		e) Simple programs: apps & websites
		f) Posters & Presentations		f) Simple programs: other
		g) Working with Text		
		h) Animation		
	Online Safety			
a) Searching for information online b) Personal information	c) Online friends d) Responsible use of technology	e) Online games, videos, adverts		