COMPUTING

SPECIAL EDITION NEWSLETTER

In today's fast-changing world, computing skills are more important than ever. Our Computing curriculum continues to inspire creativity, problem-solving and digital confidence across all year groups. Here is a snapshot of what pupils have been learning so far this year.

Y3: Desktop Publishing & Stop Frame Animation

Y3 pupils have made a fantastic start to their Computing journey by exploring **Desktop Publishing**. Children learned how to design posters, newspapers and other digital content, thinking carefully about layout, fonts, colours and images to communicate information clearly and effectively.

Hank shared:

"Our first Computing unit was on Desktop Publishing which was fun as we got to create our own posters and mine was called 'Monkey Mayhem'. It is important to know how to do things like add colour, fonts, add pictures as you can give out correct information. Lots of jobs require you to use word."

Using tools such as Canva, pupils experimented with different templates. Henrik said:

"One of our units we looked at Canva where we could create different templates like newspaper, birthday cards, magazine and poster. Our main assignment, I created a newspaper article about sports and my favourite two teams."

More recently, Y3 have been learning about **Stop Frame Animation**, working collaboratively to make images move frame by frame. Evie reflected:

"In January, we have been looking at Stop Frame Animation and we have been making pictures move around. It was hard at first to get the background still but I have enjoyed watching what we have made in a group."

Y4: Podcasting & Coding with Turtle Academy

In Y4, pupils have been developing their creativity and communication skills by **creating their own podcasts**. They learned how to plan content, record audio and evaluate their finished work.

Alongside this, children have been building their coding skills using **Turtle Academy**, developing logical thinking and resilience as they write, test and debug programs.
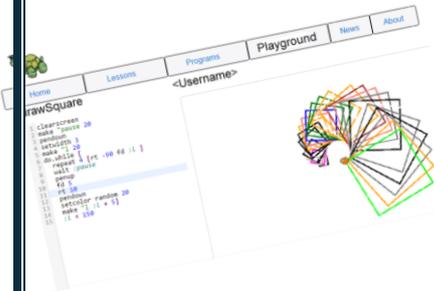
Y5: Film Making & Physical Computing

Y5 pupils have been busy producing their own **short films**, combining creativity with technical skills such as filming, editing and sound design.

They have also been introduced to **physical computing** using **micro:bits**, learning how to write programs that control real-world devices and gaining an understanding of how software and hardware work together.
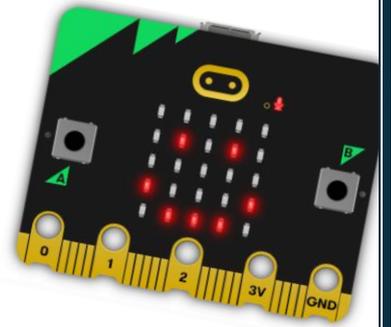
Y6: Website Design & Game Programming

In Y6, pupils have been applying their Computing skills in more advanced and independent ways. They have been **designing and creating their own websites**, thinking carefully about audience and purpose.

Children have also been **programming their own games using Scratch**, planning their ideas, coding solutions and debugging their work to achieve specific outcomes.

Online Safety & Responsible Use of Technology

Online safety remains a key priority across all year groups and is embedded into every Computing unit. Pupils regularly discuss how to stay safe online and learn about the responsible use of technology, including **Artificial Intelligence (AI)**. Children are encouraged to think critically, understand limitations and protect their personal information.

Learning Beyond the Classroom

Learning does not stop at the classroom door! Our Computing curriculum is enriched through workshops, themed days, trips and after-school clubs many of which are supported by our fantastic parent community. Do not forget to check our gallery and Instagram page to see these exciting experiences in action.