Westbury ACADEMY

Computing Long Term Plan

Independence & Preparation for Adulthood

Intent:

At Westbury Academy, our Computing curriculum is designed to equip pupils with the digital knowledge, creativity, and resilience needed to thrive in a technology-driven world. As computing continues to shape modern life and work, we ensure pupils develop the skills to use technology safely, confidently, and purposefully supporting their **Preparation for Adulthood**.

Online safety is embedded through the Jigsaw PSHE curriculum and enhanced through dedicated events such as Safer Internet Day. Pupils are supported to develop a responsible digital identity, make informed decisions online, and understand how to manage risks, building confidence and **Independence**.

From Year 3, pupils are introduced to the fundamentals of computing, including logic, coding, and digital literacy. They begin building core knowledge of computer science and practical skills by creating simple programs, coding games, and using programmable devices. This learning is delivered through Curriculum Maestro, where computing is embedded across thematic projects and tailored to engage pupils of all needs and starting points.

In Year 8, pupils access discrete computing lessons, which run alongside cross-curricular opportunities to reinforce key concepts. Pupils explore online safety, coding with Scratch, and spreadsheet modelling, while applying their skills in meaningful ways across subjects.

From Years 9 to 11, Computing is delivered through a cross-curricular model, allowing pupils to apply and extend their digital skills through real-life contexts across the curriculum. This approach supports functional digital literacy and creative problem-solving, enabling all learners to engage with computing in a personalised and purposeful way.

At Key Stage 4, pupils may opt to study OCR Creative iMedia, a vocational qualification that supports progression into careers such as digital marketing, game design, content creation, or cyber security. Regardless of their options, technology remains central to learning at Westbury.

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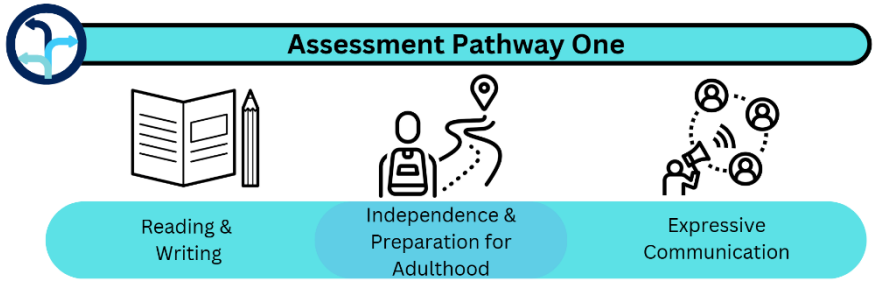
Computing: Westbury's Assessment Pathways

The computing curriculum at Westbury is designed and quality assured through the lens of Westbury's Assessment Pathways. Each pathway ensures pupils access computing at a level suited to their individual needs and development.



Pupils focus on:

- Technology to aid core learning and develop functional literacy skills
- Careers education and transferable digital skills
- Online safety training ready for adulthood
- Emphasising positive communication and productive use of online technology

Pupils focus on...

- Applying coding and computer science skills in more challenging projects
- Careers education and transferable digital skills
- Online safety training ready for adulthood
- Use of iPads, apps and websites to encourage independence and develop creativity through technology

Pupils focus on...

- Creative coding and Hour of Code basics
- Careers education and transferable digital skills
- Online safety training ready for adulthood
- Use of iPads, apps and websites to enhance learning and enable digital creativity

Personal Development and Careers Links

The computing curriculum at Westbury Academy plays a key role in supporting pupils' Personal Development. Through carefully planned learning experiences, pupils build computer literacy, coding creativity and digital citizenship whilst developing skills to independently utilise technology to achieve goals.

Personal Development Links

- Developing confidence to make decisions and follow moral principles and values (online)
- Recognising that situations (online) can lead to negative emotions and learning how to manage these
- Understanding how to stay safe online and where to get support with online issues
- Knowing how to be kind to others and how to be an upstander (online)
- Explaining how choices can have an impact on people in my immediate community and globally
- Understanding discrimination and prejudice
- Explaining a range of feelings that people may experience within different social groups and social contexts and how this may relate to their (online) behaviour
- Recognising positive and negative influences and the effects these may have
- Understanding how online influences can affect body image and self-esteem
- Knowing online dangers such as phishing, click bait, online grooming, sextortion, malware and blackmail

Careers Links

- Teaching coding using Scratch, LightBot, Swift Playgrounds, Hour of Code, MicroBits and programmable cars to build fundamental computing skills that relate to app development and coding.
- Computer Science Education Week focuses on coding as a career, getting pupils involved in a global coding event and discussing current coding careers in detail.
- Embedding iPads into the daily curriculum enables pupils to use table technology independently and creatively to evidence their learning in a way that suits them, creating productive habits for the digital working world.
- Work in conjunction with the Nottingham City Music Hub enables pupils to use iPads, laptops and other devices to create music digitally, manipulating sounds to create and perform original pieces, linking this work with careers in music technology and music production.
- Using MicroBits for real-world projects, such as creating a smart device for use in sports and an interactive toy.
- Using Scratch, Hour of Code and other apps to code games and expose pupils to opportunities in video game development.
- Creative iMedia directly teaches digital skills that can be applied to apprenticeships and further education courses in:
    - Digital marketing
    - Game development
    - Software engineering
    - Cyber security
    - Social media management
    - Content writing
    - Graphic design
    - Web design

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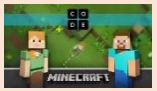
Computing Overview– Nurture

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Me and My Community  This project helps pupils get used to school, make friends, and feel good in their class. Pupils will explore positive online behaviours, challenges they may face online and learn strategies to manage hostile situations.							Coding with Blocks  Pupils will use a host of games on iPads and laptops to code a character using different commands, loops and pre-written programs, learning terminology, solving problems and building resilience along the way.						
Spring Term	Once Upon a Time  This project helps pupils enjoy stories and reading. In their computing lessons, pupils will use drawing tools, creative apps, AI and 2D design software to create original characters from fantasy worlds. As well as building creative skills, ethical, digital citizenship and online safety issues will be central to the project.							Bright Lights, Big City  Geography To help them explore their capital city, pupils will use Google Maps to create their own cityscapes, use iPads to take edit aerial photos and use websites to visit virtual landmarks, such as Buckingham Palace.						
Summer Term	Dangerous Dinosaurs  History This exciting project teaches pupils about the different animals that roamed Earth millions of years ago. Using iPads to combine photos, text and voice notes, they will be able to create posters, sorting diagrams and food chains on apps.							Rio de Vida  Creative Let's dance to samba music and join the party in Rio! The pupils will use creative apps to sequence their own musical compositions, apply their block coding skills to program a dance party and revise online safety rules required to have a good time!						

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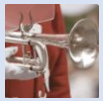
Computing Overview – Year 3/4

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Street Detectives Geography  This exciting project teaches pupils about their local community and how it has changed over time. They explore nearby streets, create maps, and develop a range of skills such as iPad photography, combining media and sharing and storing files in a variety of ways.							Towers, Tunnels and Turrets History  This imaginative project takes pupils on an adventure through castles, towers, and tunnels. Pupils will apps and websites to explore imposing structures before using 2D design software and creative apps for digital art and diagrams.						
Spring Term	Beat, Band, Boogie Creative  This lively project teaches pupils to explore sound through music and movement. Using GarageBand, pupils will turn their iPad into a recording studio, as well as learning the art of mixing tracks and looping samples to create original sounds.							Tremors Geography  This powerful project teaches pupils about natural disasters and the forces that shape our planet. They explore earthquakes, volcanoes and other natural disasters using websites and educational apps, sharing their findings with the help of presentation software.						
Summer Term	Tribal Tales History  This project explores prehistoric Britain, where pupils learn how people lived, hunted, and built monuments. By developing their block coding skills, pupils will also be able to program a themed game, debugging along the way.							Scrumdiddlyumptious! Creative  This tasty project explores fruits, vegetables, and foods from around the world. With an emphasis on the worldwide community, pupils will revisit core online safety rules and learn strategies to stay safe from a range of online dangers.						

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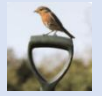
Computing Overview – Year 5/6

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Traders and Raiders History  This project explores the Dark Ages, teaching pupils about the Saxons and Vikings—their lives, battles, and cultures. Using apps and websites, they will explore 3D artefacts and find quality images to exhibit in their virtual museum.							Misty Mountain Sierra Geography  This project explores mountains—how they form, the water cycle, and the people who live in the Himalayas. Pupils will explore geocaching, satellite images of mountains and stop-motion, creating an animated water cycle.						
Spring Term	Potions Creative  This project explores the magical world of potions, teaching pupils about materials and their properties. Pupils will apply their computing skills to create an online potions catalogue and compile learning using presentation software.							Off with Her Head History  This project takes pupils back to Tudor times to explore the royal court's drama, danger, and intrigue. In computing, pupils will create an online survey to collect opinions about Anne Boleyn and share their learning by combining media in creative apps.						
Summer Term	Time Traveller Geography  This project explores how people grow and change over time. Computing is a central part of this project as it allows pupils to plot line graphs to map data over time, create a digital montage, explore digital aging and create an online time capsule.							Allotment Creative  This project teaches pupils how to grow vegetables, care for plants, and cook seasonal foods. Using spreadsheets, they will be able to record and rank food miles of different products.						

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Computing Overview – Year 7

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Hola Mexico! Geography  This project explores Mexico's culture, history, and geography. Using different apps and websites, pupils will be able to explore satellite images of Mexico's biomes, discover the Chihuahuan Desert and combine media to share their learning.							Fallen Fields History  This project explores the First World War, its causes, and its impact on soldiers and families. Pupils learn about life in the trenches, the home front, and how peace was finally achieved, remembering those who sacrificed so much.						
Spring Term	Gallery Rebels Creative  This project explores bold and rebellious art, inspiring pupils to express themselves through painting and sculpture. Computing also plays its part, with pupils creating digital art portfolios, stop-motion films and virtual art galleries.							Frozen Kingdom Geography  This project explores the planet's coldest places, teaching pupils about the harsh environment, wildlife, and climate. Pupils will develop their presentation and mixed-media skills, creating digital portfolios and informative documents.						
Summer Term	Revolution History  This project takes pupils back to Victorian times to explore strict schools, famous inventions, and life for rich and poor. To understand how photography developed, pupils will use iPads and laptops to create their own Victorian-style photos.							Tomorrow's World Creative  This project teaches pupils about modern communication and technology. They create blogs, design websites, explore inventions, build robots, and write stories - preparing to shape the world of tomorrow.						

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Computing Overview – Year 8

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Internet Safety													
Spring Term	Coding with Scratch													
Summer Term	Spreadsheets and Modelling													

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Computing Overview – Year 9-11

At Westbury Academy, Computing in Years 9 to 11 is delivered through a cross-curricular model, allowing pupils to apply digital skills meaningfully across subjects. Pupils engage with computing concepts such as data handling, research, and digital media through real-life contexts. For example, using spreadsheets in Maths and digital presentation tools in Careers and PSHE.

This integrated approach enables pupils to develop digital literacy, creativity, and problem-solving in purposeful, age-appropriate ways.

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KS4 Option: BTEC Creative iMedia (OCR) – Year 10-11

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	RO94: Visual Identity and Digital Graphics													
Spring Term	R098: Visual Imaging													
Summer Term	R093: Creative iMedia in the Media Industry													