Lesson Structure

The sequence of lessons across Computing follows the same structure:

Computing sequence structure	
Phase 1 – Research and Experiment	• Prior computing learning revisited with reference to underpinning new learning • Computing outcome for the unit shared with the children • Knowledge Organiser shared
Phase 2 – Plan and Create	• Medium term planning to inform lessons • New computing skills taught by modelling then hands-on exploration • Vocabulary explicitly taught through Knowledge Organiser • St Mary's Quality First Teaching
Phase 3 – Reflect	• Revise and review new skills • Reflect on the outcome • Share completed work Children know more and remember more

Each lesson, within the sequence, follows the structure so prior knowledge is constantly revisited and transferred to long term memory.

Computing lesson structure	
Phase 1 – Recap and recall	• Lesson recap about computer scientist or learning from prior lessons • Revisit Knowledge Organiser • Vocabulary (some will be tier 3 – subject specific words) • Knowledge Organiser shared
Phase 2 – Attention grabber and Main event	• St Mary's Quality First Teaching • New knowledge taught • New skills taught • Knowledge Organiser to be used as a point of reference
Phase 3 – Wrapping up	• Revise and review – knowledge, skills and vocabulary • Reflect on how the final outcome was inspired by the lesson attention grabber • Formative assessment directly linked to progress towards final outcome