



Curriculum Overview

Subject: Computing

Year 1	<p><u>Autumn:</u> <u>Finding images and creating an electronic card</u> Using technology purposefully to create and recognising how to use information technology beyond school.</p> <p><u>Spring:</u> <u>Filming and illustrating an e-book</u> Using technology purposefully to create and recognising hoe to use information technology beyond school.</p> <p><u>Summer:</u> <u>Creating a talking book and programmable toys</u> Using precise instructions, debugging and predicting the behaviour of simple programmes.</p> <p><u>All terms</u> Using technology safely and respectfully, keeping personal information private and knowing where to go for help and support.</p>
Year 2	<p><u>Autumn:</u> <u>We are researchers/photographers</u> Using technology purposefully to create and recognising how to use information technology beyond school. Create, store and manipulate and retrieve digital content.</p> <p><u>Spring:</u> <u>We are astronauts/detectives</u> Understanding what algorithms are and that programs work by following precise instructions. Using reasoning to predict the behaviour of simple programs. Creating and debugging simple programs.</p> <p><u>Summer:</u> <u>We are game testers/researchers</u> A combination of above.</p> <p><u>All terms</u> Using technology safely and respectfully, keeping personal information private and knowing where to go for help and support.</p>
Year 3	<p><u>We are Programmers</u> To create a storyboard Explore scratch and share tips Create a character and a background using scratch To animate a character To add sound To evaluate and suggest improvements</p>

	<p><u>We are Communicators</u> Review different ways of communicating electronically – advantages and disadvantages of each method Language uses when communicating digitally E-Safety Sending and receiving emails</p> <p><u>We are Presenters</u> Explore how TV programmes are made Plan an interview Explore features of iMovie Film an interview using iMovie Evaluate, edit and improve</p>
Year 4	<p><u>We are software developers</u> Develop an educational computer game using selection and repetition and to understand and use variables.</p> <p><u>We are toy designers</u> Design and make an on-screen prototype of a computer-controlled toy and understand forms of input and output.</p> <p><u>We are meteorologists</u> Understand different measurement techniques for weather and use computer-based data logging to record weather data. To use spreadsheets to create charts and analyse data, exploring inconsistencies and make predictions.</p>
Year 5	<p><u>E-safety</u> Discussing dangers of being online; agreeing rules for safe internet use.</p> <p><u>'We Are Bloggers'</u> Creating a blog; adding images and hyperlinks.</p> <p><u>'We Are Game Developers'</u> Creating artwork, designing a program, debugging and improving games.</p> <p><u>'We are Cryptographers'</u> Exploring, producing and cracking codes.</p> <p><u>'We Are Artists'</u> Creating tessellating patterns and computer-generated landscapes.</p>
Year 6	<ul style="list-style-type: none"> - Recognise how technology can be used safely, respectfully and responsibly and can recognize unacceptable behaviour. - Use logical reasoning to explain how simple algorithms work and can apply this to debug programs. - Understand computer networks such as the World Wide Web. - Use a range of software to present data and information.