

Computing

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	SAFE <ul style="list-style-type: none"> Use technology safely and respectfully 	2Code On screen Challenge and task1 <ul style="list-style-type: none"> Pupils work through some programming challenges to build up their knowledge of the programming language Pupils have the opportunity to see the relationship between computer code and on screen effects. 	2Code On Screen Challenge task2 <ul style="list-style-type: none"> Pupils work through some programming challenges to build up their knowledge of the programming language Pupils have the opportunity to see the relationship between computer code and on screen effects Pupils will learn about algorithms and debugging programs 	Technology Around Us <ul style="list-style-type: none"> To understand what technology is and where it comes from To consider what technologies we use in our everyday lives 	Pictograms <ul style="list-style-type: none"> To experience simple data collection To create pictograms of collected data To understand how pictograms help us to make sense of data information 	Create a 2D Animation <ul style="list-style-type: none"> To understand how moving images can be created To try different techniques of producing 2D animation using computers To incorporate computer generated animated characters in an electronic story or book.
Year 2	Zip It! <ul style="list-style-type: none"> Keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	Rapid Router 1 <ul style="list-style-type: none"> Creating, understanding, identifying and writing simple algorithms Begin to debug instructions Introduction to simple code 	Rapid Router 2 <ul style="list-style-type: none"> Understand and use simple repetition Evaluate and debug programs independently 	Using the Internet - email/message <ul style="list-style-type: none"> To understand how computers and devices are connected to each other and the internet To experience sending and receiving email To understand how to navigate websites and carry out simple searches for content To begin to evaluate web based content 	Simple Graphs <ul style="list-style-type: none"> To develop from pictograms to block graphs To develop from block graphs to bar charts To collect data and create simple bar charts 	Create an eBook <ul style="list-style-type: none"> To compare the reading experience of real book v ebook To understand different features that are possible in an ebook format To create a simple ebook and publish it for others to read
Year 3	Be Smart <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	Scratch Jr <ul style="list-style-type: none"> Appropriate iPad use and the Scratch Jr interface The concepts of programming, instructions and sequencing <u>Specific Scratch Jr</u> 	Scratch Create a 2D Animation <ul style="list-style-type: none"> To introduce Scratch as a programming environment To understand how Scratch can be used to make screen based characters interact on 	Computers and Networks: working with websites and pages - Creative Common Licence <ul style="list-style-type: none"> To learn how to use a search engine to complete more effective searches. 	Branching Databases <ul style="list-style-type: none"> To learn how to create branching databases and tree diagrams: <ul style="list-style-type: none"> To recognise when data is suitable for creating a branching database To be able to ask appropriate questions 	3D Stop Frame Animation <ul style="list-style-type: none"> To understand how stop frame animation is produced To be able to create a 3D stop frame animated film

		<ul style="list-style-type: none"> • Drag and connect blocks • Choose and / or create a new character • Start and stop program • Choose and / or create a new backgrounds 	<p>the screen by programming</p> <ul style="list-style-type: none"> • To create a simple scene in Scratch by creating an algorithm using basic scripting blocks 	<ul style="list-style-type: none"> • To learn how to navigate websites and to be able to download certain types of content • To understand the safety and copyright issues of downloading from the internet • To be able to reuse web based resources when creating their own content for school work 	<p>to formulate a successful branching database</p> <ul style="list-style-type: none"> - To use a branching database to sort items 	<ul style="list-style-type: none"> • To experience a range of animated film making techniques
Year 4	Flag it <ul style="list-style-type: none"> • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	Create a Scratch Animation <ul style="list-style-type: none"> • Pupils learn some basic programming techniques to create simple algorithms to control on screen characters. • Use and apply knowledge and skills of creating programming scripts to create a simple on screen animation. (Could be linked to story creation in literacy) 	Create a Simple Game Using 2DIY3D2 <ul style="list-style-type: none"> • Use a programming application to create a simple game or on screen activity that requires user interaction. Make the game available to a specific target audience and observe, evaluate, modify and improve to make the experience better. 	Making Sense of Online content <ul style="list-style-type: none"> • To start to make judgments about content they find on certain websites and pages. 	Simple Spreadsheets <ul style="list-style-type: none"> • To understand how a spreadsheet can help organise large amounts of data • To be able to add information to a spreadsheet and understand some basic features • To be able to generate appropriate graphs and charts from the data 	Creating a Presentation <ul style="list-style-type: none"> • Understand what is meant by a 'presentation' • Consider what technology adds to presenting information • Create a presentation and learn some of the features of the application used
Year 5	Contact <ul style="list-style-type: none"> • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	On Screen Challenges and Task - 2Code Gibbon / Gorilla <ul style="list-style-type: none"> • Pupils work through some programming challenges to build up their knowledge of the programming language • Pupils have the opportunity to see the relationship between computer code and on screen effects. 	Use HTML Code to Create a Simple Web Page <ul style="list-style-type: none"> • Pupils use a well-known non-visual programming language. • Pupils have the opportunity to see the relationship between computer code and on screen effects. • Pupils create a simple web page from html code. 	Computers and Network <ul style="list-style-type: none"> • To understand that devices can be used to access information from and communicate with other devices if they are connected • Computers and devices maybe connected to others nearby or to vast amounts of other devices around the world • To understand the difference between the internet and the World Wide Web 	Creating and Using Databases <ul style="list-style-type: none"> • Understand how a simple database can store information in an organised way • Be able to create a database • Be able to search and interrogate a database 	Mobile App <ul style="list-style-type: none"> • To understand different types of mobile device apps • To create a school based app for tablet or smart phone.

Year 6	Resect <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	On Screen Challenges and Task Unit 2 - Gorilla Level <ul style="list-style-type: none"> Pupils work through some programming challenges to build up their knowledge of the programming language Pupils have the opportunity to see the relationship between computer code and on screen effects. 	Introduction to Python <ul style="list-style-type: none"> Pupils work through some programming challenges to build up their knowledge of the programming language Pupils have the opportunity to see the relationship between computer code and on screen effects. 	Making Sense of Online Content/Collaboration - Evaluating websites, assessing validity and reliability of web content <ul style="list-style-type: none"> To become more discerning users of the internet To start making judgments about information they access on websites and pages To be able to evaluate the content available on certain websites 	Spreadsheet Modelling <ul style="list-style-type: none"> To be able to use spreadsheets to carry out useful calculations using formulas To use spreadsheets to model some everyday life tasks and activities To understand how a spreadsheet can be used for important financial records 	News Broadcast <ul style="list-style-type: none"> To understand the language involved in reporting the news To create an authentic audio or visual news programme To be able to compile, edit and organise programme content
--------	---	---	---	---	--	--