



Curriculum Overview – Computing

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<p>All about me 2simple to create a picture Website 5 sense game</p>	<p>Coding Understanding algorithms. Create and debug simple programs.</p> <p>Internet research of Florence Nightingale. Simulations – keeping healthy/balanced diet.</p>	<p>E- Safety Powerful Passwords My online Community Things for sale Show Respect online</p>	<p>Sunflower art And poems. Key digital literacy skills, copy, paste, print screen, crop</p>	<p>PowerPoint - Ourselves</p>	<p>PowerPoint and Keynote</p>
Autumn 2	<p>Coding Pupils learn that programs execute by following clear instructions. Pupils learn to combine start up and input events to create more advanced apps and programs.</p>	<p>Marvellous Materials Tree Diagrams Sort and collect images of materials</p>	<p>Coding Pupils learn to make things happen in a sequence, creating simple animations and simulations.</p> <p>Pupils learn to code with 'if statements', which select different pieces of code to execute depending on what happens to other objects.</p>	<p>Coding Pupils learn how computers use variables to count things and keep track of what is going on. Pupils learn to create simple games which use a score variable</p> <p>Pupils learn how computers use repetition and loops to do things over and over again (and again!).</p>	<p>E-Safety Strong Passwords Digital Citizenship Pledge You've won a Prize How to Cite a Site Picture Perfect</p>	<p>Coding Pupils learn to use variables in more complex ways, and to manipulate inputs to create useful outputs.</p> <p>Pupils learn more about how computers use property values and parameters to store information about objects.</p>
Spring 1	<p>Antarctica Make an Information book Drew pictures</p>	<p>Famous people Research Factsheet</p>	<p>Combining Text and graphics</p>	<p>E – Safety Rings of Responsibility</p>	<p>Graphic Modelling and comparing PC and i-pad software</p>	<p>Targeted and personalised revision using Ed City.</p>



				Private and Personal Information The Power of Words The key to keywords Whose is it anyway?		
Spring 2	Toys Internet research	Paint and draw programs (2create a picture, 2create a story). Internet research – rafts. IPADs- recording raft race, use as stop watch for race, photographing, Heating/cooling apps for data collection.	Email How to send an email Receive email Add attachments Writing good emails – e-safety	How a network works.	Coding Pupils learn how computers use numbers to represent things such as how fast things are moving, and where they are. Pupils learn how computers can generate random numbers and how these can be used in simulations.	E-safety Talking Safely Online Super Digital Citizen Privacy Rules What's Cyberbullying? Selling Stereotypes
Summer 1	E –safety Going places Safely A-B-C Searching Keep it Private My creative Work Sending Emails	E-safety Staying safe online Follow the Digital Trail Screen out the Mean Using Keywords Sites I like	iPad Research Use keynote Morpho Puppet pals	Databases and Greeks Internet research Olympic Research	Data Handling Spreadsheets	Spreadsheets
Summer 2	Plants Simple animation	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Internet research on Egyptians Fact file Flow diagram mummification B'ham museum website	Animation Stop Motion	Searching the internet related to Native Americans.	Coding Project for SHS