Whole school Curriculum

Computing

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1 **Computing systems and networks** **Data and information**	**Technology around us** - Recognising technology in school and using it responsibly. **(1.1)** **Data and information** – Grouping data	**Information technology around us** - Identifying IT and how its responsible use improves our world in school and beyond. **(2.1)** **Data and information** – Pictograms *first few lessons are unplugged	**Connecting Computers** - Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. **(3.1)** **Data and information** – Branching data *unplugged lessons first	**The internet** - Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. **(4.1)** **Data and information** – flat-file databases *Use Google Forms/ Quiz	**Systems and searching** - Recognising IT systems around us and how they allow us to search the internet. **(5.1)** **Data and information** – data logging	**Communication and collaboration** - Identifying and exploring how data is transferred and information is shared online. **(6.1)** **Data and information** – introduction to spreadsheets
Autumn 2 **Data and Information** **(Links to other curriculum subjects)**	**Data and information** – grouping data *link to maths	**Data and information** – pictograms *link to maths	**Data and information** – branching databases *link to science – classificatio	**Data and information** – flat-file databases *link to maths – properties of shape	**Data and information** – data logging – *Use sound meters/ anemometers – link to geography field trip to Clent Hills	**Data and information** – using spreadsheets to present data
Spring 1 **Creating media**	**Digital writing** -Using a computer to create and format text, before comparing to writing non-digitally **(1.5)**	**Digital music** - Using a computer as a tool to explore rhythms and melodies, before creating a musical	**Desktop Publishing** - Creating documents by modifying text, images, and page layouts for a specified purpose. **(3.5)**	**Audio production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered. **(4.2)**	**Vector drawing** - Creating images in a drawing program by using layers and groups of objects. **(5.5)**	**Webpage creation** - Designing and creating webpages, considering copyright, aesthetics, and navigation. **(6.2)**

		composition. (2.5)		*Audacity software on laptops		
Spring 2 **Data and Information** **(Links to other curriculum subjects)**	**Data and information** – grouping data Revisit	**Data and information** – pictograms Revisit	**Data and information** – branching databases Revisit	**Data and information** – data logging Revisit	**Data and information** – flat-file databases Revisit	**Data and information** – introduction to spreadsheets Revisit
Summer 1 **Programming** **KS1 – Scratch Jr** **KS2 – Scratch**	**Moving a robot** - Writing short algorithms and programs for floor robots and predicting program outcomes. (1.3) *Unplugged	**Robot algorithms** - Creating and debugging programs, and using logical reasoning to make predictions. (2.3) *Bee Bots	**Events and actions in programs** - Writing algorithms and programs that use a range of events to trigger sequences of actions (3.6) *Scratch	**Repetition in games** - Using a block-based programming language to explore count-controlled and infinite loops when creating a game. (4.6) *Scratch	**Selection in quizzes** - Exploring selection in programming to design and code an interactive quiz. (5.6) *Scratch	**Variables in games** - Exploring variables when designing and coding a game. (6.3) *Scratch

Summer 2 **Programming**	**Programming** Introduce children to **Scratch Jr**	**Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. **(2.6)** *ScratchJr	**Events and actions in programs** – link to maths – geometry	**Repetition in games** – debugging *Scratch – link to curriculum	**Selection in physical computing** - Exploring conditions and selection using a programmable microcontroller. **(3.3)** *Crumble boards required	**Sensing** Designing and coding a project that captures inputs from a physical device. **(6.6)** *Microbits required