

Computing Overview 26-27

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology around us Recognising technology in school and using it responsibly. Access to: Laptops ncce.io/dragpaintz.app .	Digital Painting Choosing appropriate paint tools in a program to create art, and making comparisons with working non-digitally Access to: Laptops Paint	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes. Access to: Bee bots	Grouping Data Exploring object labels, then using them to sort and group objects by properties. Access to: Nothing - Unplugged lessons	Digital Writing Using a computer to create and format text, before comparing to writing non-digitally. Access to: Laptop Microsoft Word	Programming animations Designing and programming the movement of a character on screen to tell stories. Access to: Beebots Tablets with Scratch
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond. Access to: (Lesson 6) Laptops, tablets - gonoodle, paintz.appz	Digital photography Capturing and changing digital photographs for different purposes. Access to: Digital camera, tablet, Pixlr app	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions. Access to: Beebots	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer. Access to: Laptops, j2.com - pictogram, j2.com - chart	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. Access to: Tablets, Scratch Jr.	Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. Access to: Laptops, Chrome music lab.
Year 3	Connecting computers Identifying that digital devices have inputs, processes and outputs, and how devices can be	Sequences sounds Creating sequences in a block-based programming language to make music. Access to: Chromebooks	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story. Access to:	Branching databases Building and using branching databases to group objects using yes/no questions. Access to: Chromebooks	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.	Online Safety (Based upon Education for a Connected World)

	connected to make networks.		Tablets		Access to: Chromebooks	
Year 4	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio editing Capturing and editing audio to produce a podcast, ensuring that copyright is considered. Access to: Laptops	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. Access to: Chromebooks	Online Safety (Based upon Education for a Connected World)	Repetition in games Using a block-based language to explore count-controlled and infinite loops when creating a game. Access to: Chromebooks	Word Processing Skills Children will learn about formatting images and organising content into an effective layout. Access to Laptops (Microsoft Word)
Year 5	Computer systems and networks: systems and searching Identifying and exploring how information is shared between digital systems. Access to:	Vector drawing Creating images in a drawing program by using layers and groups of objects. Access to: Chromebooks	Selection in physical computing Exploring conditions and selections using a programmable microcontroller. Access to: Chromebooks Crumbles	Flat-file databases Using a database to order data and create charts to answer questions. Access to: Chromebooks	Selection in quizzes Exploring selection in programming to design and code an interactive quiz. Access to: Chromebooks	Online Safety (Based upon Education for a Connected World)
Year 6	Computing systems and networks – communication and collaboration Recognising how the WWW can be used to communicate and be searched to find information Access to: Chromebooks	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. Access to: Chromebooks	Variables in games Exploring variables when designing coding a game. Access to: Chromebooks	Sensing Designing and coding a project that captures inputs from a physical device. Access to: Microbits	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data. Access to: Chromebooks	3D modelling Planning, developing, and evaluating 3D computer models of physical objects. Access to: Chromebooks