Computing Curriculum Overview

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N R	In EYFS pupils are taught Art and Design through the strand <u>Understanding the World</u> Computational thinking tasks – Barefoot Computing Media & Sound Foundations Operational Core Skills + Internet Safety					
KS1 A	Internet safety	Technology around us Digital painting	Moving a robot Programming animations	Making Music	Grouping data Digital writings	Pictograms
KS1 B	**Systems and Networks** What is IT? IT in school IT in the World The benefits of IT Using It safely Using IT in different ways	**Robot Algorithms** Giving Instructions Same but different Making predictions Maps and routes Algorithm design Break is down	**Scratch Junior**	**Digital Writing** Exploring the keyboard Adding or removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard?	**Digital Photography** Taking photos Landscape or portrait What makes a good photo Lighting Effects Is it real?	**Internet Safety**

LKS2 A	**Book creator**	**Branching databases**	**Connecting computers**	**Animation**	**Sequence in music (programming A)**	**Events and actions (programming B)**
LKS2 B	**Data Logging** Answering questions Data Collection Logging Analysing Data Data for answers Answering my questions	**Audio Editing** Recording sound Planning and creating Combining audio Podcasts	**The Internet** Connecting networks What is the internet? Sharing information What is a website? Who owns the website? Can I believe what I read?	**Photo Manipulation**	**Repetition with Shape** Programming a turtle Programming letters Patterns and repeats Using loops to create shapes Breaking things down Creating a program	**Repetition in Games** Using loops Different loops Animate your name Modifying a game Designing a game Creating a game
UKS2 A	**Systems and searching (computer systems)**	**Selection with microbits (programming A)**	**Vector drawing**	**Flat-base databases (data information)**	**Video editing**	**Selection in quizzes (programming B)**
UKS2 B	**Communication and Collaboration** Internet addresses Data packets Working together Shared working How we communicate Communicating	**Web Page Creation** What makes a good page? What is a good layout? Copyright How does it look? Follow the breadcrumbs Think before you like	**3D Modelling** Introduction to 3D Modifying 3D objects Make your own name badge Make your own desk tidy Planning a 3D model Make your own 3D model	**Spreadsheet** Collecting data Formatting Formulas Calculate and duplicate Event planning Presenting data	**Variables in Games** Introducing Improving Designing Completing	**Microbits – getting active** Variables Using variables Step counter Random activity Activity picker Cross curricular