



Curriculum Area: Computing

Subject Lead: Steffanie Shaw

	<u>Y1</u>	<u>Y2</u>	<u>Y3</u>	<u>Y4</u>	<u>Y5</u>	<u>Y6</u>
Autumn 1	1.1 Computer Systems and Networks <i>Introduction to iPads</i>	2.1 Information technology around us	3.1 Computing systems and networks – Connecting computers	4.1 Computing systems and networks – The Internet	5.1 Computing systems and networks – Sharing information	6.1 Computing systems and networks – Communication
Autumn 2	1.1 Computing Systems & networks	2.2 Digital photography – Creating Media	3.2 Creating media – Stop-frame animation	4.2 Creating media – Audio editing	5.2 Creating media – Video editing	6.2 Creating media – Web page creation
Spring 1	1.2 Creating media and digital painting.	2.3 Robot algorithms - Coding (Sequencing)	3.3 Coding – Sequencing Sounds Sequencing, Programming Debugging	4.3 Coding Repetition in Shapes and Games	5.3 Coding – Selection in Physical Computing	6.3 Coding – Variables in Games Scratch
Spring 2	1.2 Creating Media and digital writing.	2.4 Data and information – Pictograms	3.3 Coding - Sequencing, Programming, Debugging	4.3 Coding Repetition in Shapes and Games	5.3 Coding Selection in Physical Computing Coding Project (Y5 Club)	6.3 Coding – Variables in Games Scratch
Summer 1	1.4 Data and information	2.5 Creating Media - Making music	3.4 Data and information – Branching databases	4.4 Data and information – Data logging	5.4 Data and information – Flat-file databases	6.4 Data and information – Spreadsheets -
Summer 2	1.3 Coding – Sequencing	2.6 Programming quizzes	3.5 Creating media – Desktop publishing	4.5 Creating media – Photo editing Coding – Binary Images	5.5 Creating media – Vector drawing	6.5 Creating media – 3D Modelling Coding – Sensing