



Computing Overview

	<u>Term One</u>	<u>Term Two</u>	<u>Term Three</u>	<u>Term Four</u>	<u>Term Five</u>	<u>Term Six</u>
Foundation Stage	<p>Project Evolve: Self Image and Identity and Online Relationships</p> <p>Creating Media</p> <p>Using a camera to inspire self portraits</p>	<p>Project Evolve: Online Reputation and Bullying</p> <p>Project Evolve: managing online information</p> <p>Computing Systems and Networks</p> <p>Be able to unlock the screen on an iPad</p> <p>To explain how an iPad can help in everyday life</p> <p>To explain what technology they use in their everyday life</p> <p>Explain how technology can help with learning.</p> <p>Use specific apps to develop their learning (1 Minute Maths to develop subitising and comparing skills and E-books to promote love of reading)</p>	<p>Project Evolve: health, well-being and lifestyle</p> <p>Computing Systems and Networks</p> <p>To compare new and old technology</p> <p>Be able to identify technology in their local environment and consider how it can help people</p> <p>Be able to name a technology used within everyday life (iPad, phone, computer, camera)</p> <p>Be able to understand the specific use of technology in the environment around them.</p>	<p>Project Evolve: Privacy and Security</p> <p>Programming</p> <p>Use simple verbal algorithms (instructions) for simple well-known games</p> <p>Give simple instructions e.g. making a jam sandwich</p> <p>Follow a number of simple instructions</p> <p>Be able use a simple command.</p>	<p>Project Evolve: Copyright and Ownership</p> <p>Programming</p> <p>Begin to follow a small number of instructions</p> <p>Be able to use a Beebot to command a number of simple movements (back and forward and side to side)</p> <p>Begin to understand that an input will have a desired outcome</p>	<p>Project Evolve: Self Image and Identity and Online Relationships</p> <p>Creating Media</p> <p>Using a camera to inspire self portraits</p>

Year 1	<p>Project Evolve: Self Image and Identity and Online Relationships</p> <p><u>Technology around us</u></p> <p>Recognising technology in school and using it responsibly.</p>	<p>Project Evolve: Online Reputation and Bullying</p> <p><u>Creating media- Digital Painting</u></p> <p><u>Microsoft Paint</u></p> <p>Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p>	<p>Project Evolve: managing online information</p> <p><u>Programming A – Moving a robot</u></p> <p><u>Beebots</u></p> <p>Writing short algorithms and programs for floor robots, and predicting program outcomes.</p>	<p>Project Evolve: health, well being and lifestyle</p> <p><u>Data and information – Grouping data</u></p> <p>Exploring object labels, then using them to sort and group objects by properties.</p>	<p>Project Evolve: Privacy and Security</p> <p><u>Creating media – Digital writing</u></p> <p><u>Microsoft Word</u></p> <p>Using a computer to create and format text, before comparing to writing non-digitally.</p>	<p>Project Evolve: Copyright and Ownership</p> <p><u>Programming B – Introduction to animation</u></p> <p><u>Scratch Junior Desktop</u></p> <p>Designing and programming the movement of a character on screen to tell stories.</p>
Year 2	<p>Project Evolve: Self Image and Identity and Online Relationships</p> <p><u>Computing systems and networks – IT around us</u></p> <p>Identifying IT and how its responsible use improves our world in school and beyond.</p>	<p>Project Evolve: Online Relationships</p> <p><u>Creating media – Digital photography</u></p> <p><u>iPads for photography</u></p> <p><u>Pixlr App for iPads</u></p> <p>Capturing and changing digital photographs for different purposes.</p>	<p>Project Evolve: Online Reputation and bullying</p> <p><u>Programming A – Robot algorithms</u></p> <p><u>Beebots</u></p> <p>Creating and debugging programs, and using logical reasoning to make predictions.</p>	<p>Project Evolve: Managing online information</p> <p><u>Data and information – Pictograms</u></p> <p><u>J2Data: Pictogram</u></p> <p><u>Internet App</u></p> <p>Collecting data in tally charts and using attributes to organise and present data on a computer.</p>	<p>Project Evolve: Health, Well-being and Lifestyle and copyright and ownership</p> <p><u>Creating media – Making music</u></p> <p><u>Chrome Music Lab</u></p> <p>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p>	<p>Project Evolve: Privacy and Security</p> <p><u>Programming B – An introduction to quizzes</u></p> <p><u>Scratch Junior Desktop</u></p> <p>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p>
Year 3	<p>Project Evolve: Self Image and Identity</p> <p><u>Computing systems and networks – Connecting computers</u></p> <p>Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p>Project Evolve: Online Relationships</p> <p><u>Creating media – Animation</u></p> <p><u>Imotion App- iPads</u></p> <p>Capturing and editing digital still images to produce a stop-frame animation that tells a story</p>	<p>Project Evolve: Online Reputation and bullying</p> <p><u>Programming A – Sequence in music</u></p> <p><u>Scratch</u></p> <p>Creating sequences in a block-based programming language to make music</p>	<p>Project Evolve: Managing online information</p> <p><u>Data and information – Branching databases</u></p> <p><u>j2data Pictogram, Branch, and Database tools</u></p> <p>Building and using branching databases to group objects using yes/no questions.</p>	<p>Project Evolve: Health, Well-being and Lifestyle and copyright and ownership</p> <p><u>Creating media – Publisher</u></p> <p>Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p>Project Evolve: Privacy and Security</p> <p><u>Programming B – Events and actions</u></p> <p><u>Scratch</u></p> <p>Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>

Year 4	<p>Project Evolve: Self Image and Identity</p> <p><u>Computing systems and networks – The Internet</u> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p>Project Evolve: Online Relationships</p> <p><u>Creating media – Audio editing</u> Audacity Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p>Project Evolve: Online Reputation and bullying</p> <p><u>Programming A – Repetition in shapes</u> FMS Logo Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p>Project Evolve: Managing online information</p> <p><u>Data and information – Data logging</u> TTS Data Logging Software and Data Loggers- iPads Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p>Project Evolve: Health, Well-being and Lifestyle and copyright and ownership</p> <p><u>Creating media – Photo editing</u> Paintnet Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p>Project Evolve: Privacy and Security</p> <p><u>Programming B – Repetition in games</u> Scratch Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>
Year 5	<p>Project Evolve: Self Image and Identity</p> <p><u>Computing systems and networks – Sharing information</u> Recognising IT systems around us and how they allow us to search the internet.</p>	<p>Project Evolve: Online Relationships</p> <p>3D Modelling TS Primary and Make Children will be able to: Explore the effect of moving points when designing in TS primary and Make. Understand designing for a purpose. Understand printing and making.</p> <p><u>Creating media – Vector drawing</u> Google Drawing Creating images in a drawing program by using layers and groups of objects.</p>	<p>Project Evolve: Online Reputation and bullying</p> <p><u>Programming A – Selection in physical computing</u> Crumbles and Crumble Software Exploring conditions and selection using a programmable microcontroller.</p>	<p>Project Evolve: Managing online information</p> <p><u>Data and information – Flat-file databases</u> J2data Using a database to order data and create charts to answer questions.</p>	<p>Project Evolve: Health, Well-being and Lifestyle and copyright and ownership</p> <p><u>Creating media – Video editing</u> iPad for photography and Windows Editor Planning, capturing, and editing video to produce a short film.</p>	<p>Project Evolve: Privacy and Security</p> <p><u>Programming B – Selection in quizzes</u> Scratch Exploring selection in programming to design and code an interactive quiz.</p>
Year 6	<p>Project Evolve: Self Image and Identity</p>	<p>Project Evolve: Online Relationships</p> <p><u>Creating media – Web page creation</u></p>	<p>Project Evolve: Online Reputation and bullying</p> <p>Prevent (extremism)</p>	<p>Project Evolve: Managing online information</p> <p>Prevent (extremism)</p>	<p>Project Evolve: Health, Well-being and Lifestyle and copyright and ownership</p>	<p>Project Evolve: Privacy and Security</p> <p><u>Programming B – Sensing</u> Microbit</p>

	<p><u>Computing systems and networks – Communication</u></p> <p>Identifying and exploring how data is transferred and information is shared online.</p>	<p>Google Sites</p> <p>Exploring variables when designing and coding a game.</p>	<p><u>Programming A – Variables in games</u></p> <p>Scratch</p> <p>Planning, developing, and evaluating 3D computer models of physical objects.</p>	<p><u>Data and information – Spreadsheets</u></p> <p>Excel</p> <p>Answering questions by using spreadsheets to organise and calculate data</p>	<p>Prevent (extremism)</p> <p><u>Creating media – 3D Modelling</u></p> <p>Tinker CAD</p> <p>Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p>	<p>Designing and coding a project that captures inputs from a physical device.</p>
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