

Curriculum Overview –Computing– 2021 - 2022



AUTUMN 1							AUTUMN 2					
2021-2022	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
Year 1	E-Safety	E-Safety	Technology around us	Using technology – mouse-based task	Using a keyboard-based task	Using a computer safely	Digital writing – recognise keys on keyboard	Adding and removing text	Exploring the tool bar	Making changes to text	Explaining my choices	Pencil or keyboard
Year 2	E-Safety	Computer Systems and Networks What is IT? Where have we seen IT in the home?	Where have we seen IT before?	How does IT improve our world?	Demonstrate safe use of IT	Use IT responsibly	Digital photography – Devices	Landscape and portrait	what makes a good photograph?	lighting and focus	Effects	Is it real?
Year 3	E-Safety	Desktop publishing: Words and pictures	Can you edit?	Great template	Can you add content? Lay it out?	Why desktop publishing?	Animation: Can a picture move?	Frame by frame	What’s the story?	Perfect picture	Evaluate and make it great	Light, camera action!
Year 4	E-Safety	The internet: What is the internet made of?	Sharing information	What is a website?	What who owns the web?	Can I believe what I read?	Audio editing: Digital recording	Recording sound	Creating a podcast	Editing digital recordings	Combining audio	Evaluating podcasts
Year 5	E-Safety	Computing systems and networks: Computer Systems and us	Transferring information	Working together	Better working together	Shared work	Vector drawing: The drawing tools	Creating a vector drawing	Being effective	Layers and objects	Manipulating objects	Get designing
Year 6	E-Safety	Internet communication: Searching the web Selecting search results	How search results are ranked	How are searches influenced	How we communicate	Communicating responsibly	3D modelling: What is 3D modelling?	Making changes	Rotation and position	Making holes	Planning my own 3D model	Making my own 3D model

SPRING 1							SPRING 2					
2021-2022	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
Year 1	E-Safety	E-Safety	Digital painting – how can we paint using computers? Using shape and line	Making careful choices	Why did I choose that? Digital painting in the style of Kandinsky	Comparing computer art and paintings	Programming: moving a robot – buttons	Programming: moving a robot – directions	Moving a robot – forwards and backwards	Moving a robot – 4 directions	Moving a robot – getting there	Moving a robot - routes
Year 2	E-Safety	How music makes us feel Rhythm and patterns	How music can be used	Notes and tempo	Creating digital music	Reviewing and editing music	Pictograms – counting and comparing	Entering the data	Creating pictograms	What is an attribute?	Comparing people	Presenting information
Year 3	E-Safety	Connecting computers:	How do digital devices help us?	How am I connected?	How are computers connected?	What does our school	Branching databases:	Making groups	Creating a branching database	Structuring a branching database	Using a branching database	Presenting information

Curriculum Overview –Computing– 2021 - 2022



		How does a digital device work? What parts make up a digital device?				network look like?	Yes or No questions?					
Year 4	E-Safety	Photo editing: Changing digital images	Changing the composition of images	Retouching images for different uses	Fake images	Making and evaluating a publication	Data logging: Answering questions	Data collection	Logging data	Analysing data	Data for answers	Answering my questions
Year 5	E-Safety	Video editing: What is video? Identifying devices	Using a device	Features of an effective video	Importing and editing video	Video evaluation	Flat file databases: creating a paper based data base	Computer databases	Using a data base	Using search tools	Comparing data visually	Databases in real life
Year 6	E-Safety	Introduction to spreadsheets: What is a spreadsheet? Modifying spreadsheets	What is a formula?	Calculate and duplicate	Event planning	Presenting data	Web page creation: What makes a good website?	How would you lay out your web page?	Copy right or copy wrong?	How does it look?	Follow the bread crumbs	Think before you link

SUMMER 1							SUMMER 2					
2021-2022	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
Year 1	E-Safety	Programming: Introduction to animation – comparing tools, joining blocks	Introduction to animation – make a change	Adding sprites	Project design	Follow my design	Data grouping – label and match	Group and count	Describe an object	Making different groups	Comparing groups	Answering questions
Year 2	E-Safety	Programming: Giving instructions	Same but different	Making predictions Mats and routes	Algorithm design	Debugging	Programming: an introduction to quizzes Scratch junior recap	Outcomes	Using a design	Changing a design	Designing and creating a program	Evaluation
Year 3	E-safety	Programming A sequencing sounds Introduction to scratch	Sequences	Ordering commands	Looking good	Making an instrument	Programming B: Events and Actions in programs	Maze movement	Drawing lines	Adding features	Debugging movement	

Curriculum Overview –Computing– 2021 - 2022



		Programming sprites					Moving a sprite					
Year 4	E-Safety	Programming A: programming repetition for a turtle	Programming letters patten and patterns	Using loops to create shapes	Breaking things down	Creating a programme	Programming B: Using loops to create games	Different loops	Animate your name	Modifying a game	Designing a game	Creating your game
Year 5	E-Safety	Programming A: selection in physical computing Connecting crumbles	Combining output devices	Controlling with conditions	Starting with selection	Drawing designs Writing and testing algorithms	Programming B: selection in quizzes Exploring conditions	Selecting outcomes	Asking questions	Planning a quiz	Testing a quiz	Evaluating a quiz
Year 6	E-Safety	Programming A: Variables in games: Introducing variables and Variables in programming	Improving a game	Designing a game	Design to code	Improving and sharing	Programming B: Sensing: The microbit	Go with the flow	Sensing inputs	Finding your way	Designing a step counter	Making a step counter