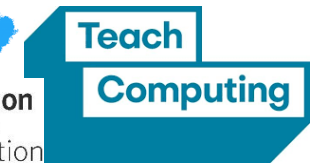









Computing Curriculum Overview

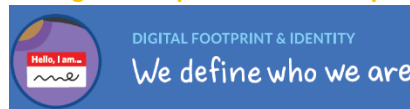


	YrR/1	Yr1/2	Yr2	Yr3	Yr3/4	Yr4/5	Yr5/6	Yr6
Autumn Term 1	Media Balance and Well-Being 							
	Online Safety <i>Pause for People Smartie the Penguin</i>	Online Safety <i>*Online and Offline Twinkl</i>	Online Safety <i>How Technology Makes You Feel</i>	Online Safety <i>*The Digital World Twinkl</i>	Online Safety <i>Device-Free Moments</i>	Online Safety <i>Your Rings of Responsibility</i>	Online Safety <i>My Media Choices</i>	Online Safety <i>Finding My Media Balance</i>
	Computing systems and networks *Computer Skills Twinkl Basic computer skills that they will need to use the features of a desktop or laptop computer.	Computing systems and networks Technology around us Recognising technology in school and using it responsibly.	Computing systems and networks IT around us Identifying IT and how its responsible use improves our world in school and beyond.	Computing systems and networks Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Computing systems and networks Communication and Collaboration Twinkl gaining an understanding of the difference between online and offline communication	Computing systems and networks The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Computing systems and networks Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Computing systems and networks Communication and collaboration Exploring how data is transferred by working collaboratively online.
Autumn Term 2	Relationships and Communication 							
				Online Safety <i>Who Is in Your Online Community?</i>	Online Safety <i>Our Digital Citizenship Pledge</i>	Online Safety <i>Keeping Games Fun and Friendly</i>	Online Safety <i>Digital Friendships</i>	Online Safety <i>Finding Credible News</i>

	<p>Creating Media *Digital Painting Twinkl Applying basic painting skills in a painting application on a computer or tablet device. (Using JSPaint.app)</p>	<p>Creating Media Digital Painting 2 Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.</p>	<p>Creating Media Digital photography Capturing and changing digital photographs for different purposes.</p>	<p>Creating Media *Animation Twinkl Applying and using the basic principles and techniques of simple animation.</p>	<p>Creating media Stop-frame Animation Creating media Stop-frame animation. Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p>Creating media Audio production Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p>Creating media Video production Creating media Video production Planning, capturing, and editing video to produce a short film.</p>	<p>Creating media Web page creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p>
Spring Term 1	<p>Privacy and Security</p> 							
	<p>Online Safety Safety in My Online Neighbourhood</p>	<p>Online Safety Internet Traffic Light</p>	<p>Online Safety *Staying SMART Online Twinkl</p>	<p>Online Safety That's Private!</p>	<p>Online Safety *Do I know You? Twinkl</p>	<p>Online Safety Password Power-Up</p>	<p>Online Safety Private and personal information</p>	<p>Online Safety You Won't Believe This!</p>
	<p>Internet Safety – Internet Safety Day</p>							
	<p>Programming A BeeBots Exploring the functions on a Beebot. Understanding how to make it move.</p>	<p>Programming A Moving a Robot Moving a robot Writing short algorithms and programs for floor robots and predicting program outcomes.</p>	<p>Programming A Robot algorithms Creating and debugging programs and using logical reasoning to make predictions.</p>	<p>Programming A Sequencing sounds Creating sequences in a block-based programming language to make music.</p>	<p>Programming A *Programming Turtle Logo Twinkl Creating an algorithm to program a procedure.</p>	<p>Programming A Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p>Programming A Selection in physical computing Exploring conditions and selection using a programmable microcontroller.</p>	<p>Programming A Variables in games Exploring variables when designing and coding a game.</p>
Spring Term 2	<p>News and Media Literacy</p> 							
				<p>Online Safety *Manipulated or Real Twinkl</p>	<p>Online Safety Let's Give Credit</p>	<p>Online Safety Is Seeing Believing?</p>	<p>Online Safety A Creator's Rights and Responsibilities</p>	<p>Online Safety Reading News Online</p>

	<p>Data and information Super Space Barefoot Computing Creating algorithms to direct a rocket through space and spotting patterns and identifying trends in images of aliens.</p>	<p>Data and Information Grouping Data Exploring object labels, then using them to sort and group objects by properties.</p>	<p>Data and information Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.</p>	<p>Data and information Branching databases Building and using branching databases to group objects using yes/no questions.</p>	<p>Data and information Introduction to Databases TES-paid</p>	<p>Data and information Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p>Data and information Flat-file databases Using a database to order data and create charts to answer questions.</p>	<p>Data and information Introduction to Spreadsheets Answering questions by using spreadsheets to organise and calculate data.</p>
Summer Term 1	<p>Cyber Bullying</p> 							
	<p>Online Safety Digiduck's Famous Friend</p>	<p>Online Safety Media Balance Is Important</p>	<p>Online Safety Pause & Think Online</p>	<p>Online Safety Putting a STOP to Online Meanness</p>	<p>Online Safety *Digital Kindness Twinkl</p>	<p>Online Safety The Power of Words</p>	<p>Online Safety Be a Super Digital Citizen</p>	<p>Online Safety Is it Cyberbullying?</p>
	<p>Creating media *Word Processing Skills Twinkl Simple typing techniques and word processing skills.</p>	<p>Creating Media Digital Writing Using a computer to create and format text, before comparing to writing non-digitally.</p>	<p>Creating media Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p>	<p>Creating media Desktop publishing Creating media Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p>Creating media PowerPoint Creating slides and applying templates, hyperlinks, presentational devices and media.</p>	<p>Creating media Photo editing Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p>Creating media Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.</p>	<p>Creating media 3D Modelling Planning, developing, and evaluating 3D computer models of physical objects.</p>

Digital Footprints and Identity



				Online Safety <i>We, The Digital Citizens</i>	Online Safety <i>Digital Trails</i>	Online Safety <i>This Is Me</i>	Online Safety <i>Our Online Tracks</i>	Online Safety <i>Beyond Gender Stereotypes</i>
Summer Term 2	Programming B <i>*Programming Toys</i> Twinkl programming through unplugged tasks and the use of Bee-Bots	Programming B <i>Programming Animations</i> Designing and programming the movement of a character on screen to tell stories.	Programming B <i>Programming quizzes</i> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	Programming B <i>Events and actions in programs</i> Writing algorithms and programs that use a range of events to trigger sequences of actions.	Programming B <i>*Scratch: Questions and Quizzes</i> Twinkl Writing a program which achieves a specific goal and includes a logical sequence (interactive quiz).	Programming B <i>Repetition in games</i> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	Programming B <i>Selection in quizzes</i> Exploring selection in programming to design and code an interactive quiz.	Programming B <i>Sensing movement</i> Designing and coding a project that captures inputs from a physical device.
				Lego WeDo <i>Sort to Recycle</i> Create a programme and a device that will sort recyclables.	Lego WeDo <i>Plants and Pollinators</i> Create and programme a model of a bee and flower to represent the relationship between them.	Lego WeDo <i>Predator and Prey</i> Create and programme a predator or prey to explore the relationship between them.	Lego WeDo <i>Drop and Rescue</i> Create and programme a device that can relocate people and animals or efficiently drop materials.	Lego WeDo <i>Animal Senses</i> Create and programme an animal robot with a focus on its senses.

Digital Literacy - Digital Literacy is the ability and skill to find, evaluate, utilise, share, and create content using information technologies and the Internet.

E-safety- [Digital Citizenship for Early Years and Primary Learners | Common Sense Education](#)

Computer Science - Computer science focuses on the development and testing of software and software systems. It involves working with mathematical models, data analysis and security, algorithms, and computational theory.

Information Technology - The use of computers to create, process, store, retrieve, and exchange all kinds of data and information.