

# Computing Curriculum 2021/2022

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
Year 1	<p><b>We Are Treasure Hunters</b> Control, following instructions, moving about maps <b>Equipment:</b> Beebots <a href="#">Link to Geography, History, PSHE, Maths, English</a></p>	<p><b>Creating Media - Digital Painting</b> Using tools to create a digital painting <b>Equipment:</b> iPads, Laptops <b>Software:</b> Purple Mash – 2Paint <a href="#">Link to Art &amp; Design</a></p>	<p><b>Creating Media –Digital Writing</b> Using tools to create digital writing <b>Equipment:</b> Laptops <b>Software:</b> Microsoft Word <a href="#">Link to English</a></p>	<p><b>Data and Information – Grouping Data</b> Labelling and grouping objects <b>Equipment:</b> iPads <b>Software:</b> Purple Mash – 2Count, 2Investigate <a href="#">Link to Maths</a></p>	<p><b>Computing Systems and Networks – Technology around us</b> Understanding components of a computer, developing keyboard and mouse skills <b>Equipment:</b> Laptops <b>Software:</b> Paintz App (In Google Chrome)</p>	<p><b>Programming B – Introduction to Animation</b> Using programming blocks to edit and create programs <b>Equipment:</b> Laptops/Ipads <b>Software:</b> Scratch Jr.</p>
Year 2	<p><b>We are games testers</b> Exploring how computer games work <b>Equipment:</b> laptops/iPads <a href="#">Link to English, Science</a></p>	<p><b>Creating Media – Digital Photography</b> capturing, editing, and improving photos <b>Equipment:</b> iPads, Digital Cameras, Laptops <b>Software:</b> Pixlr <a href="#">Link to Art &amp; Design</a></p>	<p><b>Creating Media – Making Music</b> Using digital devices to create music <b>Equipment:</b> iPads, Laptops <b>Software:</b> Chrome Music Lab <a href="#">Link to Music</a></p>	<p><b>Data and Information – Pictograms</b> Presenting data in tally charts, pictograms and block diagrams <b>Equipment:</b> iPads, Laptops <b>Software:</b> j2e.com <a href="#">Link to Maths</a></p>	<p><b>Computing systems and networks – IT Around Us</b> Understanding how technology benefits society <b>Equipment:</b> iPads <b>Software:</b> Paintz App (In Safari Web browser)</p>	<p><b>Programming B – An Introduction to Quizzes</b> Using sequences of commands to create a specific outcome <b>Equipment:</b> iPads <b>Software:</b> Scratch Jr.</p>
Year 3	<p><b>We are programmers</b> Programming an animation <b>Equipment:</b> Scratch, Learn and Go <a href="#">Link to English, Art, Music</a></p>	<p><b>Computing Systems and Networks – Connecting Computers</b> Understanding Inputs, Outputs and computer networks <b>Equipment:</b> iPads, Laptops <b>Software:</b> Purple Mash – 2Paint, 2Connect <a href="#">Link to PSHE</a></p>	<p><b>Creating Media – Desktop Publishing</b> Using tools to create a digital publication <b>Equipment:</b> Laptops <b>Software:</b> Canva <a href="#">Link to English, Art &amp; Design</a></p>	<p><b>Data and Information – Branching Databases</b> Grouping and sorting objects using yes or no questions <b>Equipment:</b> iPads, Laptops <b>Software:</b> j2e.com <a href="#">Link to Maths</a></p>	<p><b>Introduction to Robotics</b> <b>Equipment:</b> Lego WeDo Building and programming models <b>Equipment:</b> Laptops, Lego WeDo <b>Software:</b> WeDo <a href="#">Link to Science, Art &amp; Design</a></p>	<p><b>Programming B – Events and Actions</b> Using a sequence of commands to draw lines and patterns <b>Equipment:</b> Laptops, Ipads, Probots <b>Software:</b> Scratch, <a href="#">Link to Maths</a></p>

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Year 4	<p><b>We are musicians</b> Producing digital music <b>Equipment:</b> iPads <b>Software:</b> Purple Mash – 2Beat Garageband <a href="#">Link to Music</a></p>	<p><b>Creating Media – Photo Editing</b> <b>Equipment:</b> Laptops <b>Software:</b> paint.net Lunapic.com Befunky.com <a href="#">Link to Art</a></p>	<p><b>Computing Systems and Networks – The Internet</b> Developing understanding of computer networks and the Internet <b>Equipment:</b> iPads <b>Software:</b> Safari Web Browser</p>	<p><b>Programming A – Repetition in Shapes</b> Creating programs by planning, modifying, and testing commands to create shapes and patterns <b>Equipment:</b> Laptops <b>Software:</b> MSW Logo <a href="#">Link to Maths &amp; Science</a></p>	<p><b>Programming B – Repetition in Games</b> Creating a game using repetition commands <b>Equipment:</b> Laptops <b>Software:</b> Scratch <a href="#">Link to Maths, English</a></p>	<p><b>Data and Information – Data Logging</b> Using sensors to collect environmental data <b>Equipment:</b> Data Loggers, Laptops <b>Software:</b> Data Harvest <a href="#">Link to Maths &amp; Science</a></p>
Year 5	<p><b>We are web developers</b> Create a website about cyber safety <b>Equipment:</b> Laptops <b>Software:</b> Google Sites <a href="#">Link to English</a></p>	<p><b>Creating Media – Vector Drawing</b> Creating, duplicating and group images to create a layered image <b>Equipment:</b> Laptops <b>Software:</b> Google Drawings in Google Docs <a href="#">Link to Art &amp; Design</a></p>	<p><b>Computing Systems and Networks – Sharing Information</b> Identifying how information is shared through computer networks <b>Equipment:</b> Laptops <b>Software:</b> GSuite Apps, Scratch</p>	<p><b>Creating Media – Video Editing</b> Using digital devices to record video <b>Equipment:</b> iPads, digital cameras <b>Software:</b> Windows Video Editor</p>	<p><b>Data and Information – Flat-file Databases</b> Using tools within a database to order and answer questions about data. <b>Equipment:</b> Laptops <b>Software:</b> J2e.com <a href="#">Link to Maths &amp; Science</a></p>	<p><b>Programming A – Selection in Physical Computing</b> Connecting a programming external components <b>Equipment:</b> Crumble Controller (Crumble Tray – Borrow from Sandringham Hub) <b>Software:</b> Crumble <a href="#">Link to Science, Art &amp; Design</a></p>
Year 6	<p><b>Stop Motion Animation</b> Creating animations using photographs <b>Equipment:</b> iPads <b>Software:</b> Stop Motion App <a href="#">Link to Art &amp; Design</a></p>	<p><b>Fairground Programming</b> Writing algorithms to control models <b>Equipment:</b> Laptops Knex Education Fair Ground <b>Software:</b> Flowol 4 <a href="#">Link to Art &amp; Design</a></p>	<p><b>Computing Systems and Networks – Internet Communication</b> Understanding the World Wide Web as a communication tool <b>Equipment:</b> iPads <b>Software:</b> Safari</p>	<p><b>Creating Media - 3D Modelling</b> Exploring 3D modelling with 3D shapes <b>Equipment:</b> Laptops <b>Software:</b> Tinkercad <a href="#">Link to Maths</a></p>	<p><b>Data and Information – Spreadsheets</b> Using columns and rows to organise data in a spreadsheet <b>Equipment:</b> Laptops <b>Software:</b> J2e.com <a href="#">Link to Maths &amp; Science</a></p>	<p><b>Programming B – Sensing</b> Build and test programming <b>Equipment:</b> Microbit (Borrow from Sandringham Hub) <b>Software:</b> Python Editor <a href="#">Link to Science, Art &amp; Design</a></p>