Computing Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	**Computing Systems and Networks – Technology around us** Understanding components of a computer, developing keyboard and mouse skills **Equipment:** Laptops **Software:** Paintz App (In Google Chrome)	**Creating Media - Digital Painting** Using tools to create a digital painting **Equipment:** iPads, Laptops **Software:** Purple Mash – 2Paint Link to Art & Design	**Creating Media –Digital Writing** Using tools to create digital writing **Equipment:** Laptops **Software:** Microsoft Word Link to English	**Data and Information – Grouping Data** Labelling and grouping objects **Equipment:** iPads **Software:** Purple Mash – 2Count, 2Investigate Link to Maths	**Programming A – Moving a Robot** Controlling a robot using individual commands **Equipment:** Ipads, Bee Bots **Software:** Bee Bot App	**Programming B – Introduction to Animation** Using programming blocks to edit and create programs **Equipment:** Laptops/Ipads **Software:** Scratch Jr.
Year 2	**Computing systems and networks – IT Around Us** Understanding how technology benefits society **Equipment:** iPads **Software:** Paintz App (In Safari Web browser)	**Creating Media – Digital Photography** capturing, editing, and improving photos **Equipment:** iPads, Digital Cameras, Laptops **Software:** Pixlr Link to Art & Design	**Creating Media – Making Music** Using digital devices to create music **Equipment:** iPads, Laptops **Software:** Chrome Music Lab Link to Music	**Data and Information – Pictograms** Presenting data in tally charts, pictograms and block diagrams **Equipment:** iPads, Laptops **Software:** j2e.com/purplemash Link to Maths	**Programming A – Robot Algorithms** Using a sequence of commands to control a robot and predict outcomes **Equipment:** iPads, Bee Bots **Software:** Bee Bot app	**Programming B – An Introduction to Quizzes** Using sequences of commands to create a specific outcome **Equipment:** iPads **Software:** Scratch Jr.
Year 3	**Computing Systems and Networks – Connecting Computers** Understanding Inputs, Outputs and computer networks **Equipment:** iPads, Laptops **Software:** Purple Mash – 2Paint, 2Connect Link to PSHE	**Creating Media – Desktop Publishing** Using tools to create a digital publication **Equipment:** Laptops **Software:** Canva Link to English, Art & Design	**Creating Media – Animation** Creating a stop motion animation **Equipment:** iPads **Software:** iMotion Link to Art & Design	**Data and Information – Branching Databases** Grouping and sorting objects using yes or no questions **Equipment:** iPads, Laptops **Software:** j2e.com Link to Maths	**Programming A- Sequencing sounds** Build a sequence of commands **Equipment:** Laptops, ipads **Software:** Scratch Link to Science, Art & Design	**Programming B – Events and Actions** Using a sequence of commands to draw lines and patterns **Equipment:** Laptops, Ipads, Probots **Software:** Scratch, Link to Maths

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Year 4	**Computing Systems and Networks – The Internet** Developing understanding of computer networks and the Internet **Equipment:** iPads **Software:** Safari Web Browser	**Creating Media – Audio Editing** Recording and editing sound clips **Equipment:** iPads, Laptops **Software:** Audacity Link to English	**Creating Media – Photo Editing** **Equipment:** Laptops **Software:** paint.net Lunapic.com Befunky.com Link to Art	**Data and Information – Data Logging** Using sensors to collect environmental data **Equipment:** Data Loggers, Laptops **Software:** Data Harvest Link to Maths & Science	**Programming A – Repetition in Shapes** Creating programs by planning, modifying, and testing commands to create shapes and patterns **Equipment:** Laptops **Software:** FMSLogo Link to Maths & Science	**Programming B – Repetition in Games** Creating a game using repetition commands **Equipment:** Laptops **Software:** Scratch Link to Maths, English
Year 5	**Computing Systems and Networks – systems and searching** Explain that computers can be connected together to form IT systems **Equipment**: Laptops **Software:** google slides	**Creating Media – Vector Drawing** Creating, duplicating and group images to create a layered image **Equipment**: Laptops **Software:** Google Drawings in Google Docs Link to Art & Design	**Creating Media – Video Editing** Using digital devices to record video **Equipment:** iPads, digital cameras **Software:** Microsoft photos	**Data and Information – Flat-file Databases** Using tools within a database to order and answer questions about data. **Equipment:** Laptops **Software:** J2e.com Link to Maths & Science	**Programming A – Selection in Physical Computing** Connecting a programming external components **Equipment:** Crumble Controller **Software:** Crumble Link to Science, Art & Design	**Programming B – Selection in Quizzes** Designing a quiz using conditional programming **Equipment:** Laptops **Software:** Scratch Link to Science, Art & Design
Year 6	**Computing Systems and Networks – communication and collaboration** Explore how data is transferred over the internet **Equipment:** iPads **Software:** Safari	**Creating Media - 3D Modelling** Exploring 3D modelling with 3D shapes **Equipment:** Laptops **Software:** Tinkercad Link to Maths	**Creating Media – Webpage Creation** Designing, creating and evaluating a shared website **Equipment:** Laptops **Software:** Google Sheets Link to English	**Data and Information – Spreadsheets** Using columns and rows to organise data in a spreadsheet **Equipment:** Laptops **Software:** J2e.com Link to Maths & Science	**Programming A – Variables in Games** Creating games with a simulated scoreboard **Equipment:** Laptops **Software:** Scratch Link to Science, Art & Design, Maths	**Programming B – Sensing** Build and test programming **Equipment:** Microbit **Software:** Microsoft makecode Link to Science, Art & Design