COMPUTING

A journey through the curriculum

ONLINE SAFEFTY PREVALENT WITHIN ALL YEAR GROUPS AS A CORE ASPECT OF THE CURRICULUM.

YEAR 1

1

Children will begin their journey through the three strands of computing, Computer science, Information Technology and Digital literacy. Using coding and producing mazes, lego, pictograms and animation.

YEAR 2

2

Children will build on their knowledge writing algorithms, creating programs searching, music making and use technology to create, organise store and present content.

YEAR 3

3

Pupils will identify computing systems and networks. Create media using stop frame animation. Branching databases to group data and create desktop publishing also events and action programming.

YEAR 4

4

Pupils will develop their knowledge of the internet, capture and edit audio files, exploring repetition when coding, using data loggers effectively and use photo editing software.

YEAR 5

5

Pupils will look at . etworks and searching. Create media using video production. Controlling conditions when coding, create flat file databases. Use data to create charts and create images using vector graphics. Programming using quizzes.

YEAR 6

6

Pupils will design and create webpages, explore sophisticated variables in coding games, use spreadsheets to oranise and calculate data. 3D modelling. Programming sensing movement. Develop code to download to a piece of physical computing equipment (Micro.Bit).