

COMPUTING

A journey through the curriculum

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

YEAR 1

Children will begin their journey through the three strands of computing; Computer science, Information Technology and Digital literacy. Using creative computing and data exploring and coding. They will also create an animated story book and begin to learn about coding and the technology around them.

1

YEAR 2

Children will build on their knowledge learning about the internet, creating pictures and using spreadsheets. They will develop their skills in coding, questioning and presenting ideas. They will also get creative with creating pictures and making music.

2

YEAR 3

Pupils will start with an email topic. Then build knowledge in route planning and branching databases. After this, they will develop their understanding in spreadsheets, coding and presentation. Before finishing with introductions in touch typing and micro:bits.

3

YEAR 4

Year 4 start this year's learning with unpacking hardware and software. They then move onto animation, logo and sound stories topics. Children look at effective searching before they build on previous knowledge of micro:bits and coding. Finally they are introduced to AI.

4

YEAR 5

Pupils will begin with quizzing and databases. They move onto game creator and spreadsheets topics. Children progress with their knowledge of coding, word processing (Microsoft, Apple, Google). Before finishing with concept maps and micro:bits.

5

YEAR 6

Year 6 begin with Networks, graphing and blogging. They become Data Detectives and build of micro:bit knowledge. Children then move onto Coding and spreadsheets before introducing Python and 3D Modelling.

6