

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p>How technology helps us in our lives – looking at what is in our classroom and how to use it. Logo and Beebot – programming to make something move in a particular direction. How to use APPS on an IPAD – Phonics Bloom, digital camera, weather app.</p>					
Year 1	<p>Unit 1.1 <u>Online Safety & Exploring Purple Mash</u> Children will learn how to stay safe online and how to use Purple Mash.</p> <p>Unit 1.2 2 lessons <u>Grouping & Sorting</u> Sorting items using a range of criteria.</p>	<p>Unit 1.3 <u>Pictograms</u> Data can be represented in picture format. Contribute to a class pictogram. To use a pictogram to record the results of an experiment.</p> <p>Unit 1.4 3 lessons <u>Lego Builders</u> Compare the effects of adhering strictly to instructions to completing tasks without complete instructions. Follow and create simple instructions on the computer. To consider how the order of instructions affects the result.</p>	<p>Unit 1.8 <u>Maze Explorers</u> To understand the functionality of the outside keys. Create and debug a list of instructions (algorithm). To use the additional direction keys as part of an algorithm. To understand how to change and extend the algorithm list.</p> <p>Unit 1.9 2 lessons <u>Technology outside school</u> Technology is used both in and outside of school. When you are sorting items, you need to use a range of criteria.</p>	<p>Unit 1.8 <u>Spreadsheets</u> To know what a spreadsheet program is like. Locate 2Calculate in Purple Mash. Enter data into spreadsheet cells. Use 2Calculate image tools to add clipart to cells. To use 2Calculate control tools: lock, move cell, speak and count.</p>	<p>Unit 1.6 <u>Animated Story Books</u> To introduce e-books and the 2Create a Story tool. Add animation to a story. Add sound to a story, including voice recording and music the children have composed.</p>	<p>Unit 1.7 <u>Coding</u> To understand what instructions are and predict what might happen when they are followed. To use code to make a computer program. To understand what object and actions are. To understand what an event is and to use an event to control an object. To begin to understand how code executes when a program is run.</p>
Year 2	<p>Unit 2.2 <u>Online Safety</u></p> <p>Unit 2.5 <u>Effective Searching</u> Children will learn the importance of following instructions and how to search safely online.</p>	<p>Unit 2.6 <u>Creating Pictures</u> Pointillism is a painting technique using small, painted dots. Impressionism is a style of painting that focuses on the effects of light. Surrealistic art is made up of dream like images.</p>	<p>Unit 2.4 <u>Questioning</u> To learn about data handling tools that can give more information than pictograms. Use yes/no questions to separate information. Construct a binary tree to identify items. Use 2Question (a binary tree database) to answer questions.</p>	<p>Unit 2.3 <u>Spreadsheets</u> To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine. Learn how to copy and paste in 2Calculate. Use the totalling tools. Use a spreadsheet for money calculations. Use the 2Calculate equals tool to check calculations. To use 2Calculate to collect data and produce a graph.</p> <p>Unit 2.8 <u>Presenting Ideas</u> Explore how a story can be presented in different ways. To make a quiz about a story or class topic. Make a fact file on a non-fiction topic. Make a presentation to the class.</p>	<p>Unit 2.7 <u>Making Music</u> To make music digitally using 2Sequence. Explore, edit and combine sounds using 2Sequence. Edit and refine composed music. To think about how music can be used to express feelings and create tunes which depict feelings.</p>	<p>Unit 2.1 <u>Coding</u> To know what an algorithm is. Create a computer program using an algorithm. Create a program using a given design. To understand the collision detection event. Know that algorithms follow a sequence. Design an algorithm that follows a timed sequence. Different objects have different properties.</p>

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Year 3	<p><u>Unit 3.2</u> <u>Online safety</u> Children will learn how to stay safe online and the importance of keeping their personal information private,</p> <p><u>Unit 3.5</u> <u>Email (inc. email safety)</u> Email is a method of sending electronic communication. If you receive a message that makes you feel upset or scared then should you tell an adult immediately. Files such as photographs, videos, music and other resources can be attached to the email and sent to the receiver.</p>	<p><u>Unit 3.6</u> <u>Branching Databases</u> What a database is, how to search one and create one.</p> <p><u>Unit 3.8</u> <u>Graphing</u> Entering data into a graph and answer questions. Presenting data into graphic form.</p>	<p><u>Unit 3.4</u> <u>Touch Typing</u> Children will learn the functions of a keyboard.</p>	<p><u>Unit 3.3</u> <u>Spreadsheets</u> To learn the functions of a spreadsheet. To introduce the 'more than', 'less than' and 'equals' tools. To introduce the 'spin' tool and show how it can be used to count through times tables.</p>	<p><u>Unit 3.7</u> <u>Simulations</u> To find out what a simulation is and understand the purpose of simulations. To explore a simulation, making choices and discussing their effects.</p> <p><u>Unit 3.9</u> <u>Presenting</u> Children will learn how to use Microsoft PowerPoint and create their own presentation.</p>	<p><u>Unit 3.1</u> <u>Coding</u> Designing an interactive scene. To understand that there are different types of timers. To be able to select the right type of timer for a purpose. To use coding knowledge to create a range of programs. To understand the importance of nesting.</p>
Year 4	<p><u>Unit 4.2</u> <u>Online Safety</u> To understand how children can protect themselves from online identity theft. To understand that information put online leaves a digital footprint or trail and that this can aid identity theft. To understand that copying the work of others and presenting it as their own is called 'plagiarism' .</p> <p><u>Unit 4.7</u> <u>Effective Searching</u></p>	<p><u>Unit 4.5</u> <u>Logo</u> To learn the structure of the language of 2Logo. To input simple instructions in 2Logo. To use the Repeat command in 2Logo to create shapes.</p> <p><u>Unit 4.6</u> <u>Animation</u> To decide what makes a good, animated film or cartoon and discuss favourite animations. To learn how animations are created by hand. To find out how 2Animate animations can be created in a similar way using technology.</p>	<p><u>Unit 4.4</u> <u>Writing for Different Audiences</u> To explore how font size and style can affect the impact of a text. To use a simulated scenario to produce a news report.</p>	<p><u>Unit 4.3</u> <u>Spreadsheets</u> To explore how the numbers entered into cells can be set to either currency or decimal. To explore the use of the display of decimal places. To find out how to add formulae to a cell. To explore how tools can be combined to use 2Calculate to make number games. To explore the use of the timer, random number and spin button tools.</p>	<p><u>Unit 4.8</u> <u>Hardware Investigators</u> To understand the different parts that make up a desktop computer. To recall the different parts that make up a computer.</p> <p><u>Unit 4.9</u> <u>Making Music</u> To identify and discuss the main elements of music: Pulse, Rhythm, Tempo, Pitch, Texture. To create a melodic phrase.</p>	<p><u>Unit 4.1</u> <u>Coding</u> To begin to understand selection in computer programming. To understand how an IF statement works. To understand how to use co-ordinates in computer programming. To understand how an IF statement works.</p>

Year 5	<p><u>Unit 5.2</u> <u>Online Safety</u> Sharing digital content can have both a positive and a negative impact.</p> <p>There are sources of support to help you stay safe online and it is your responsibility to be respectful.</p> <p><u>Unit 5.4</u> <u>Databases</u> Sharing digital content can have both a positive and a negative impact.</p> <p>There are sources of support to help you stay safe online and it is your responsibility to be respectful A database is a set of information that can be held in a computer in a format that can be searched and sorted. You can add and change information in a database. Databases are often created around a specific topic.</p>	<p><u>Unit 5.8</u> <u>Word Processing</u> To know what a word processing tool is for. To add and edit images to a word document. To know how to use word wrap with images and text. To add features to a document to enhance its look and usability.</p>	<p><u>Unit 5.9</u> <u>External Devices</u> To understand how a device can be programmed to be used as a game controller. To explore the text functions available and appraise their uses. To create a simple quiz program that can be answered using an external device.</p>	<p><u>Unit 5.3</u> <u>Spreadsheets</u> Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. To use a spreadsheet to model a real-life problem. To use formulae to calculate area and perimeter of shapes.</p>	<p><u>Unit 5.6</u> <u>3D Modelling</u> To explore the effect of moving points when designing. To design a 3D model to fit certain criteria.</p>	<p><u>Unit 5.7</u> <u>Concept Maps</u> Children will learn how to simplify code and will learn what a simulation is. They will also study different variables.</p> <p><u>Unit 5.5</u> <u>Game Creator</u> To design the game environment. To design the game quest to make it a playable game. To finish and share the game.</p>
Year 6	<p><u>Unit 6.2</u> <u>Online Safety</u> To identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location. To identify secure sites by looking for privacy seals of approval, e.g., https, padlock icon. To identify the benefits and risks of giving personal information and device access to different software.</p> <p><u>Unit 6.4</u> <u>Blogging</u> To identify the purpose of writing a blog. To identify the features of successful blog writing.</p>	<p><u>Unit 6.3</u> <u>Spreadsheets</u> To use a spreadsheet to calculate the discount and final prices in a sale. Create a formula to help work out the prices of items in the sale. To use a spreadsheet to plan how to spend pocket money and the effect of saving money.</p> <p><u>Unit 6.6</u> <u>Networks</u> To find out what a LAN and WAN are. To find out how we access the internet in school.</p>	<p><u>Unit 6.5</u> <u>Text Adventures</u> To find out what a text-based adventure game is and to explore an example made in 2Create a Story. To use 2Connect to plan a ‘Choose your own Adventure’ type story. To use 2Connect plans for a story adventure to make the adventure using 2Create a Story.</p>	<p><u>6.9</u> <u>Spreadsheets</u> To introduce some basic data formulae in Excel. To demonstrate how the use of Excel can save time and effort when performing calculations. To demonstrate how Excel can make complex data clear by manipulating the way it is presented. To use formulae for percentages, averages, max and min in spreadsheets.</p>	<p><u>Unit 6.7</u> <u>Quizzing</u> To learn how to use the question types within 2Quiz. To make a quiz that requires the player to search a database.</p> <p><u>Unit 6.8</u> <u>Understanding Binary</u> To examine how whole numbers are used as the basis for representing all types of data in digital systems. To recognise that digital systems represent all types of data using number codes that ultimately are patterns of 1s and 0s (called binary digits, which is why they are called digital systems). To understand that binary represents numbers using 1s and 0s and these represent the on and off electrical states respectively in hardware and robotics.</p>	<p><u>Unit 6.1</u> <u>Coding</u> To design a playable game with a requirement for the player to plan and use selection and variables. To understand how the launch command works. To understand the different options of generating user input in 2Code. To understand how use of data and logic is used in a program.</p>
Whole school			Safer Internet Day			



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