



Computing Curriculum Overview

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<p>E- safety 'Smartie the Penguin' Asking for help Appropriate time on technology</p>	<p>E- safety 'Hectors World' Personal details Who to trust online Cyber bullying</p>	<p>E- safety 'We are Internet legends' Be internet alert and sharp Think before you share (Google Internet Legends)</p>	<p>E- safety 'We are Internet legends' Respect each other Protect your information Pop ups (Google Internet Legends)</p>	<p>E- safety 'We are Internet legends' Identifying fake messages Social media Technology overexposure (Google Internet Legends)</p>	<p>E- safety We are Internet legends Strong passwords Usernames Hacking Online chats (Google Internet Legends)</p>
Autumn 2	<p>Digital literacy- Computer Literacy skills/ Christmas activities- <i>Selects and uses technology for particular purposes</i> (BusyThings)</p>	<p>Digital literacy Computer Literacy games <i>Selects and uses technology for particular purposes</i> (BusyThings)</p>	<p>Digital Literacy Ks2 Branching database/ create a simple branching database. (J2e Data-Branch)</p>	<p>Digital Literacy Database 1 -Countries data collection Geographical Reporter <i>Create a field and form</i> (J2eData)</p>	<p>Computer Science Perfect parking <i>To use "if do else" to create a simple game. To detect and correct errors in their program.</i> (J2 Code- Visual)</p>	<p>Digital Literacy Create a war poetry website <i>Using j2e5 develop the use of hyperlinks</i> (J2e5)</p>
Spring 1	<p>Digital Literacy Traditional tales <i>Selects and uses technology for particular purposes</i> (BusyThings)</p>	<p>Digital Literacy Pictograms <i>Independently make a graph from some collected class data- Databases</i> <i>Make a branching database.</i> (J2e- data)</p>	<p>Digital Literacy Ancient Egyptian Life website <i>Create an explanation text</i> <i>using still images and text</i> (J2e5)</p>	<p>Digital Literacy Information text Ben Nevis- Lessons Create non narrative texts, using organisational devices. (j2e5)</p>	<p>Computer Science Create a story <i>To write a program for younger children that tells a simple story.</i> (J2 Code- Visual)</p>	<p>Computer Science Logo - Getting Started write repeat commands and use pen up and pen down to draw multiple shapes. (J2 Code- logo)</p>

Spring 2	Computer Science Coding programmable toys <i>Creating simple programs</i> (Bee Bots)	Computer Science <i>BusyCode section:1</i> <i>Creating algorithms to move a sprite in certain directions</i> (BusyThings)	Computer Science Pacman <i>create a simple animation of a sprite.</i> (J2 Code)	Computer Science Outer space - co-ordinates <i>navigating sprite to different locations and understanding how that relates to the grid</i> (J2 Code)	Digital Literacy 'Women in computing' Studying the unique positive contribution of women to the development of computing in the UK. (Lgfl/Resources)	Computer Science Create a street Understanding the importance of variables and repetition in procedures (J2 code-LOGO advanced)	Digital Literacy SAT's practice games based learning focused on spelling, times table and division. (J2blast)
Summer 1	Computer Science Turtle <i>Creating simple algorithms</i> (JIT5-Turtle)	Computer Science Outer Space <i>create simple algorithms to make a rocket move.</i> (J2e code)	Computer Science Catch a spider <i>To know how to add a condition to a program.</i> (J2 Code)	Computer Science Logo - Getting Started <i>write repeat commands and use pen up and pen down to draw multiple shapes.</i> (J2code-LOGO)	Digital Literacy Titanic -Passenger data collection <i>Research and collect data</i> <i>Organise and interpret data</i> (J2eData)	Digital Literacy SAT's practice games based learning focused on spelling, times table and division. (J2blast)	
Summer 2	Digital Literacy 'All about me' Load, save and create multimedia (JITMix/Write)	Computer Science 'Create a fairy-tale' <i>Manipulating drawn images to create an animation</i> (JIT5-animate)	Digital Literacy Pirates <i>Selects and uses technology for particular purposes</i> (Lgfl/Resources)	Digital Literacy Climate change Recycling (J2Vote/J2Database)	Digital Literacy Creating an interactive Magazine <i>Understand the potential of multimedia to inform or persuade and know how to integrate words, images and sounds using j2e5.</i> (J2e5)	Computer Science End of year project Space Adventures -Computing Unit 1 Code an animation of a rocket taking off. (Lgfl/Resources)	