



Subject: Computing

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R E C E P T I O N	Oatlands						
	Manby Lodge	Awesome Autumn Following on from their learning in literacy on the story of Pumpkin Soup children learn to sequence the correct algorithm for a soup recipe.	Awesome Autumn Following on from their learning in maths children learn to spot and complete repeating patterns of varying difficulty.	Winter Warmers Using their knowledge of Understanding the World, children learn to follow instructions to sequence steps to make a bird feeder.	Super Space Children learn to correctly program the Beebots in order to get them to travel to 'space' using direction cards and mats to support.	Springtime Children use their exploration of Understanding the World to sequence the stages of a plant's growth.	Summer Fun Journeys Children use their knowledge of maths to make logical patterns and effectively debug.
Y1	Oatlands	Creating Pictures Children use Kidpix App on on iPad to make a variety of pictures. Children will learn to select the correct tools to edit and begin to learn to type. <i>Online Safety – Share Sid's 4 top tips.</i>	Photographers Children use the camera App on iPads to take photos and videos. They take photos linking to learning in other subjects and videos about staying safe online. <i>Online Safety – Discuss asking permission to go online.</i>	Code Breakers Children use Purple Mash 2Code. Children create their own algorithms and follow instructions to create coding. <i>Online Safety – Discuss knowing how to be responsible online.</i>	Typers Children use Purple Mash 2Type to practice their typing skills on the keyboard. Children will use 2Email to send and receive emails in a controlled environment. <i>Online Safety – Read Digiduck – Know when and who to ask for help.</i>	Beebots Children use the floor robots to input algorithms, they write their own algorithms and debug broken ones. Children use The Beebot App to input algorithms. <i>Online Safety – Read Smartie the Penguin – Think about what devices we use at home and how often.</i>	Animators Children use 'I can animate' App to create a stop motion film. Children edit and improve their film. Use physical resources. <i>Online Safety – Read Webster's Bedtime – Discuss monitoring our time on devices and how addictive they can be.</i>
	Manby Lodge	Grouping and Sorting Children learn how to sort items offline using a range of criteria and then apply these skills to sorting items online using Purple Mash. Children are introducing the term algorithm.	Pictograms Children understand that data can be represented in picture format and contribute to a class pictogram. Children use a computer program to record the results of an experiment.	Online Safety Children log into Purple Mash safely. Children recognise the purpose of an avatar as a digital representation of themselves. Children begin to learn how to navigate around Purple Mash. Lego Builders Children understand the importance of following instructions to complete tasks. After following simple instructions children consider how the order of instructions affects the result. Tech outside of School	Animated Stories <i>Linked to the Great Fire of London</i> After studying the difference between a traditional book and an e-book. Children add text, images, sounds and backgrounds and share with a wider audience.	Maze Explorers After using the direction keys to complete challenges, children learn how to create and debug a set of instructions (algorithm) to help them complete ever more difficult challenges.	Coding Children learn about collision detection and timers. They develop an understanding that different objects have different properties and use this knowledge to create a program.
Y2	Oatlands	Typers Children to consolidate emailing to peers, Children to use 2Write Purple Mash to create an online safety list. Save, open and edit a document. <i>Online Safety – Read Webster's Email – discuss how emails cannot be edited once sent and can be kept.</i>	Scratch Junior Children to use Scratch Junior App and create and edit scripts. <i>Online Safety – Childnet SMART RULES – Discuss and apply to our own device usage.</i>	Bloggers Children to explore 2Blog – Purple Mash Blogs and add to class blogs and create their own blogs. <i>Online Safety – Read Chicken Clicking – discuss online strangers – making 'friends' and who we should trust.</i>	Hour of Code Children to explore specific hour of code apps – create and edit algorithms. <i>Online Safety – Read Troll stinks – discuss online bullying</i>	Movie Makers Children to use the App 'Stop Motions'. Children crate a stop motion film – Design the comic strip, make their film – edit and add features to their film (sound effects, speech bubbles, title pages etc) <i>Online Safety – Read Goldilocks hashtag a cautionary tale - discuss electronic footprints.</i>	Quiz Masters Children use Purple Mash 2Quiz – Create their own topic related quiz – email it to each other and complete. Online Safety – Read Internet Safety Book <i>Discuss all we know about Online Safety and make a video for Year 1 children on how to stay safe.</i>
	Manby Lodge	Making Music Children create music using an online program. They learn how to incorporate sound from a library as well as upload sounds to create their own compositions.	Effective Searching Children understand the terminology associated with the Internet and Searching. They will begin to search and read web results pages. Know some requirements of effective searching.	Online Safety Children learn to use the search and share functionality of digital content on Purple Mash. Children send/receive emails. They understand that information online leaves a digital footprint.	Spreadsheets After recapping previous learning, Children learn keyboard shortcuts and begin to enter data into a table within a sheet and them use this data to create a chart. Questioning Children learn to sort information into categories using yes/no questions. Children design a binary tree and use a database to answer questions.	Creating Pictures Children use a painting program to replicate the styles of various artists including impressionism, pointillism, Mondrian, Morris and surrealists.	Coding Children learn about collision detection and timers. They develop an understanding that different objects have different properties and use this knowledge to create a program.

Curriculum Overview



Y3	Digital Skills Loggin in G. classroom Me/My profile Typing <u>Typing.com</u> See Saw Green Screen Fantastic Mr Fox	Email Unit Drive Unit	Digital Citizenship Internet Legends Hour of Code/Everyone can code Scratch (Scratch junior).	Google Unit Slides Forms Doc Skills based – looking at improving what was learned in the Autumn 2 communicators unit.	Lego WeDo 2.0 Introductory Project Coding	Digital Citizenship Week Stop frame animation 3 skills lessons 2 film creating lessons – post to Seesaw Review ½ hour
Y4	Digital Skills Password reset My Profile AUP Seesaw Recap Google unit – slides – adding images and imbedding video.	Digital Citizenship Garage Band unit (3)	Digital Citizenship Internet Legends Networks unit (3) Photo editing (3)	Digital Citizenship Coding Lego WeDo 2.0 – Milo rover.	Coding Scratch	Digital Citizenship Week Tinkercad 3-D Modelling
Y5	Digital Skills Password reset AUP Me/My Profile Google classroom set up Seasaw/Spark video	Digital Skills iMovie Video or film unit	Digital Citizenship Internet Legends Lego WeDo 2.0 – space rover	HTML Developers Crumble (2)	Digital Citizenship Week + Gaming (1) Spreadsheets and Forms (4) (Residential)	Digital Citizenship Week Cloud computing (1) We are website designers
Y6	Digital Skills Password reset My Profile AUP Seesaw Google classroom set up iMovie skills Digital footprint Research skills (2)	3-D Modelling Tinkercad	Digital Citizenship Internet Legends Adobe express unit – text to image	Use of AI Current knowledge Text to image Benefits/risks etc	Digital Citizenship Social media	Digital Citizenship Week Lego Mindstorms