



Computing



Computer Science

Digital Literacy

Information Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Teach Computing: Computing Systems and Networks: Technology Around Us Recognising technology in school and using it responsibly.	Creating Media: Digital Painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	Creating Media: Digital Writing Using a computer to create and format text, before comparing to writing non-digitally. Safer Internet Day: Online Safety SWGFL resources.	Programming A: Moving a Robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Data and Information: Grouping Data Exploring object labels, then using them to sort and group objects by properties Twinkl Y1 Online Safety	Programming B: Programming Animations Designing and programming the movement of a character on screen to tell stories.
Y2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions Safer Internet Day: Online Safety SWGFL resources.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. Twinkl Y2 Online Safety	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Y3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story	Sequencing sounds Creating sequences in a block-based programming language to make music Safer Internet Day: Online Safety SWGFL resources.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose. Twinkl Y3 Online Safety	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Y4	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes Safer Internet Day: Online Safety SWGFL resources.	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. Twinkl Y4 Online Safety	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Y5	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Video production Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller. Safer Internet Day: Online Safety SWGFL resources.	Flat-file databases Using a database to order data and create charts to answer questions	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects Twinkl Y5 Online Safety	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.

Bees, Red Ants, Buzzards and Falcons: Integration is not possible at this current time so LCC classes will teach Computing discretely in line with year group units.



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Y6	Communication and collaboration Exploring how data is transferred by working collaboratively online	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game. <i>Safer Internet Day: Online Safety SWGFL resources.</i>	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects. <i>Twinkl Y6 Online Safety</i>	Sensing movement Designing and coding a project that captures inputs from a physical device
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Computing Strands: Computer Science (Programming) Information Technology Digital Literacy (Online Safety)
SOWs: Teach Computing Twinkl Online Safety