

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	<p>Computing in the EYFS is an important part of the holistic learning experience for the children. The integration of technology into the curriculum significantly enhances the teaching and learning experience across the 7 areas of learning.</p> <p>E-safety is taught throughout the year, underpinning the computing curriculum:</p> <ul style="list-style-type: none"> <li>- To recognise that a range of technology is used for different purposes and use digital video cameras, audio recorders or microphones and audio recording software safely.</li> <li>- To know that you should tell a trusted adult if you feel unsafe or worried online or if material is concerning.</li> <li>- To know that people you do not know on the internet (online) are strangers and are not always who they say they are.</li> <li>- To know that to stay safe online it is important to keep personal information safe.</li> <li>- Understand the safety and suitability (content and certificate ratings) of films and games.</li> </ul>					
	<ul style="list-style-type: none"> <li>- Pupils will engage safely with different types of technology, including digital games, to have fun, learn and complete tasks.</li> <li>- Pupils will explore, read and retell digital stories.</li> </ul>		<ul style="list-style-type: none"> <li>- Pupils will make creations using letters, sounds and pictures by using technology.</li> <li>- Pupils will select and use the camera function independently on an iPad to take photographs of meaningful creations or moments.</li> </ul>		<ul style="list-style-type: none"> <li>- Pupils will control the movement of a programmable toy and fix simple errors by debugging.</li> <li>- Pupils will represent data through physical pictograms and explore branch databases through physical games.</li> </ul>	

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Autumn 3</b>	<b>Autumn 4</b>	<b>Autumn 5</b>	<b>Autumn 6</b>
	<b>Computer Science</b>	<b>Multimedia Computing</b>	<b>Computer Systems and Networks</b>	<b>Data Information and Modelling</b>	<b>Programming and Physical Computing</b>	<b>Digital Citizenship</b>
<b>Year 1</b>	<b>Coding Cats and Dogs</b> Pupils will learn about structuring basic algorithms and controlling floor robots using commands.	<b>Creative Computing</b> Pupils will develop skills in typing, mouse control, and file saving through game play.	<b>Awesome Animations</b> Pupils will build upon their creative computing skills by creating animations with graphics. They will learn how to save from an online source.	<b>Terrific Technology</b> Pupils will learn about the technology around them, from sensors to QR codes.	<b>Coding Cats and Dogs 2</b> Pupils will consolidate their understanding of floor robots through being set a series of challenges to encourage deeper thinking.	<b>Stranger Danger Animation</b> Pupils will develop an understanding of age-appropriate digital citizenship with a focus on online safety.
<b>Year 2</b>	<b>Game Making</b> Pupils will learn how to control sprites and make them interact by making games using visual code	<b>Animation</b> Pupils will develop their understanding of different types of animation using 3 different animation software to create hand drawn, stop motion and	<b>Online Treasure Hunt</b> Pupils will learn how to search the internet effectively to gather data for a given purpose. They will develop understanding of the reliability of online information.	<b>Presenting our School</b> Pupils will gather data from their peers and staff developing multimedia skills by presenting information about their school for	<b>Coding a Story</b> Pupils will consolidate their understanding and skills in visual programming through creating an interactive story game using sprites.	<b>eSafety Interactive Game</b> Pupils will develop an understanding of age-appropriate digital citizenship with a focus on online safety.

		image manipulation.		specific audiences.		
<b>Year 3</b>	<b>Solving Problems with Algorithms</b> Pupils will learn how to decompose problems and write more complex algorithms using more advanced visual code.	<b>School Radio Show</b> Pupils will develop understanding of sound editing through writing scripts and recording and editing their own school radio show.	<b>Gathering Data</b> Pupils will build upon their web searching skills to gather data from primary and secondary sources, including online and through questionnaires. They will present it using their multimedia skills developed in half term 2.	<b>Presenting Data</b> Pupils will learn how to use presentation and spreadsheet software to present data and basic modelling of outcomes.	<b>Game Design (Adventure Game)</b> Pupils will consolidate their understanding and skills in advanced visual programming by creating an adventure game with different pathways depending on user input. This requires a good understanding of selection and begins to look at nested IFs.	<b>Online Wellbeing Podcast</b> Pupils will develop an understanding of age-appropriate digital citizenship with a focus on online safety.
<b>Year 4</b>	<b>Coding Recycled Musical Instruments</b> Pupils will apply their understanding of decomposition and algorithms to create a physical system using circuits to create a working musical instrument from recycled materials.	<b>Multimedia Quiz</b> Pupils will build on their understanding of multimedia so far by creating an interactive multimedia quiz with hyperlinks,	<b>Creating Game Characters</b> Pupils will build upon their networking and multimedia skills by creating a range of computer game characters. They will gather online data then use it to create 2D	<b>Analysis Data (Game Completion)</b> Pupils will build upon their presentation skills by collecting data, analysing it for patterns and predicting outcomes	<b>Quiz Game</b> Pupils will consolidate their understanding of programming through creating an interactive quiz game which keeps track of score, bonus points and the winner using a range of variables.	<b>Social Media Quiz Game</b> Pupils will develop an understanding of age-appropriate digital citizenship with a focus on online safety.

		audio, animation and images	and 3D modelling to match a brief.	through collecting game data during gameplay.		
<b>Year 5</b>	<p><b>Arcade Gaming</b> Pupils continue applying their understanding of visual code to create more complex games using a range of syntax. They will apply their understanding to a new coding environment.</p>	<p><b>Video Editing Try Not To Laugh</b> Consolidates learning so far and develops new skills in video editing through recording their own content and using video editing skills to bring together text, images, video and audio.</p>	<p><b>Computing History</b> Consolidates understanding of searching for information online &amp; develops further by beginning to look at bias and inaccuracies online. Pupils will learn about famous figures in Computing and its origins.</p>	<p><b>Analysing Data (Questionnaire Results)</b> Pupils will consolidate understanding of data collection, analysis and modelling by analysing questionnaire results to inform decisions using 'what if' scenarios.</p>	<p><b>Physical Computing Gaming</b> Pupils will consolidate their understanding of physical computing through creating a range of games which can be played on a physical device using a range of inputs, outputs and sensors.</p>	<p><b>eSafety Game</b> Pupils will develop an understanding of age-appropriate digital citizenship with a focus on online safety.</p>
<b>Year 6</b>	<p><b>Robotics</b> Further application and development of coding skills and understanding of physical systems through controlling a robot using a range of programmable sensors and motors.</p>	<p><b>Photo Editing Movie Posters</b> Consolidates learning so far and develops new skills in multimedia through editing photos using a</p>	<p><b>Web Design</b> Consolidates learning so far by gathering data online and creating their own website using images, animations, audio and video. Pupils</p>	<p><b>Game Hacking (Using data modelling to improve the outcome of games)</b> Pupils will consolidate their</p>	<p><b>Retro Arcade Gaming</b> Pupils will consolidate their understanding of advanced visual code through creating a series of 'retro games' which</p>	<p><b>Creating a Digital Citizenship Website</b> Pupils will develop an understanding of age-appropriate</p>

		<p>range of photo editing techniques to manipulate photos of movie stars and movie posters.</p>	<p>will learn about networking and how the internet works.</p>	<p>understanding of data, information and modelling by improving gameplay outcomes through the use of spreadsheet skills.</p>	<p>challenge their understanding of coding syntax.</p>	<p>digital citizenship with a focus on online safety.</p>
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