



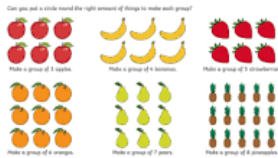
Potters Gate C of E Primary School

Curriculum Overview: Computing



ST. ANDREW'S C. of E. INFANT SCHOOL
An Academy in The Good Shepherd Trust

We use the Teach Computing curriculum to ensure that our teaching evolves at the same rate as the digital world around us and teaches children to be ready for and to embrace these changes. The units are based around **Systems and Networks**, **Computer Science** or **Information Technology**. Digital learning is not exclusive to computing lessons; key skills children are taught so that children can apply these into their learning across the curriculum and beyond school.

Year 1					
					
Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art, and making comparisons with working nondigitally	Writing short algorithms and programs for floor robots, and predicting program outcomes.	Exploring object labels, then using them to sort and group objects by properties.	Using a computer to create and format text, before comparing to writing non-digitally	Designing and programming the movement of a character on screen to tell stories.

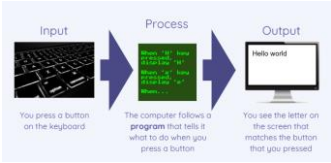
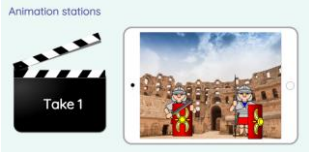
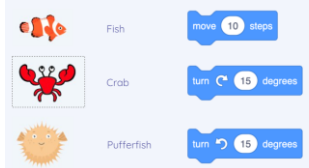
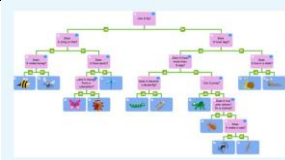
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Year 2					
					
Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Identifying IT and how its responsible use improves our world in school and beyond.	Capturing and changing digital photographs for different purposes	Creating and debugging programs, and using logical reasoning to make predictions.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

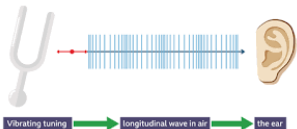
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Year 3					
					
Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Capturing and editing digital still images to produce a stop frame animation that tells a story	Creating sequences in a block-based programming language to make music.	Building and using branching databases to group objects using yes/no questions.	Creating documents and modifying text, images and page layouts for a specific purpose.	Writing algorithms and programs that use a range of events to trigger sequences of actions.

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Year 4					
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The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using a text-based programming language to explore count-controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation,	Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled,	Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

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Year 5					
					
Systems and searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
Recognising IT systems in the world and how some can enable searching on the internet.	Planning, capturing, and editing video to produce a short film.	Exploring conditions and selection using a programmable microcontroller.	Using a database to order data and create charts to answer questions.	Creating images in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.



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Year 6					
					
Communication and collaboration.	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement
Exploring how data is transferred by working collaboratively online.	Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.	Exploring variables when designing and coding a game.	Answering questions by using spreadsheets to organise and calculate data.	Planning, developing, and evaluating 3D computer models of physical objects.	Designing and coding a project that captures inputs from physical devices.