St Anne Stanley Computing Curriculum Overview
2020-2021

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Foundation Stage	**I am a Super Surfer** Children will develop skills and understanding of how to use a range of technologies both on and offline. This will also include the role of trusted adults to support internet based work.		**Look What I Can Do** This unit teaches children how a range of technologies can be used to capture and create multimedia. It is longer to accommodate the wider opportunities for cross curricular work.		**I am a Computer Scientist** An introduction to early programming through the use of bee bots and other floor based turtles.	
Year 1	*IT* **Basic Computing Skills** Pupils will learn how to login and shut down a computer accurately and begin to understand the importance of a password. They will develop keyboard and mouse skills. Digital Literacy: Why do we have passwords?	*Digital Literacy* **Producing Digital Media** Pupils will learn how to use a word processing program to write and format text. They will add in digital images and consider the audience for their work.	*Computer Science* **Unplugged Algorithms** Pupils will learn what an algorithm is and apply it to both off-computer (unplugged) and on computer tasks.	*Computer Science* **Programming Robots** Pupils will program a physical device such as a Beebot, and compare it with programming on screen versions of the devices. They will build upon their knowledge of algorithms from Unit 1.3.	*IT* **Data Handling: Pictograms** In the unit, pupils will explore how to transfer physical data from a tally chart into a digital pictogram. They will compare the difference with creating a physical pictogram	*Digital Literacy* **Presenting Information** Pupils will consider a variety of ways to present cross curricular information digitally, and compare the advantages and disadvantages with paper based content.
Year 2	*IT* **What is a Computer?** In this unit pupils will be able to describe different computers and their peripherals. They will also learn about the different roles computer play in society. Digital Literacy: Using a computer responsibility in terms of both time and purpose	*Computer Science* **Unplugged Algorithms** In this unit pupils will continue to explore what algorithms are and what strategies they can use to find bugs when their algorithm is not working	*Computer Science* **Scratch Jr** In this unit pupils will use the Scratch Jr app to write their own block code in a number of different projects that can easily be made cross curricula.	*Digital Literacy* **Storing and Presenting Data** In this unit pupils will look at what data is and compare different methods of data storage. Pupils will also learn how to turn data into information by creating different styles of graphs and charts Digital Literacy: Identifying what personal information is and whom it should be shared with	IT **Modifying Text and Images** In this unit pupils will build on previously learnt keyboard skills and learn how to format text in a number of different ways. Pupils will also work with images, editing them to meet a purpose	*Digital Literacy* **Presenting Data** In this unit pupils create a presentation of their class topic using the app Shadow Puppet EDU. Pupils will learn how to edit fonts and photos to make an engaging presentation.

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Year 3	*Use of different software* *IT*	*Programming skill* *Computer Science*	*Programming project* *Computer Science*	*Media* *IT*	*How things work* *Computer Science*	*Design* *IT*
	Composing Emails	**Programming a Game**	**Creating a Programmable World**	**Alerting Digital Media**	**How Things Work incl Networks**	**Publishing Online Content**
	Pupils will explore the different advanced features of Microsoft Word. They will also use these skills to compose an email. Digital Literacy objective: Children consider their responsibilities to others online.	Pupils will explore sequencing, selection, repetition, inputs and outputs in programs they create.	Pupils will create a programmable world using Kodu	Pupils will consider that all of the media they see could have been altered. Digital Literacy objective: Children consider that all of the media they see could have been altered	Pupils will develop an understanding of networks and the hardware required.	Pupils will learn about graphic design, publishing and promoting their own content
Year 4	*Use of different software* *IT*	*Programming skill* *Computer Science*	*Programming project* *Computer Science*	*Media* *IT*	*How things work* *Computer Science*	*Design* *IT*
	Branching Databases	**Repetition and Forever Loops**	**Coding with Scratch**	**Creating a Video**	**Networks and Online Services**	**Spreadsheets**
	Pupils learn about the concept of branching database and create their own using presentation software	Pupil learn to use repeat loops in their code.	Pupil create a game using repeat loops.	Pupils create their own videos and apply special effects to them (Information Technology) . Learn how photos/videos can be edited online for advertisement (Digital Literacy). Digital Literacy: Learn how photos/videos can be edited online for advertisement.	Understand what a network is and the parts of the local network in our school (Computer Science) Pupils understand why a password is important and what a good password looks like (digital Literacy). Digital Literacy: Pupils understand why a password is important and what a good password looks like.	Create art using and creating a key in Microsoft Excel
Year 5	*Use of different software* *IT*	*Programming skill* *Computer Science*	*Programming project* *Computer Science*	*Media* *IT*	*How things work* *Computer Science*	*Design* *IT*
	Create / Search Database	**If and If Else Statements**	**Creating Music Using Code**	**Stop Motion Animation**	**Difference WWW/Internet**	**3D Modelling**

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	In this unit the children will use Excel to create and search a database.	Children will be introduced to If and if else statements in Scratch or similar programming language.	In this unit the children will use a number of sites to create music using code.	In this unit the children will learn about all aspects of stop frame animation. They will storyboard their own story before using a software package to create their own stop frame animation. Digital Literacy: Pupils to create a short animation about relationships online, who can you trust?	In this unit the children will learn the difference between the WWW and the internet. They will also understand what is meant by IP address. Digital Literacy: Pupils learn what an online footprint is and the reasons technology holds onto our information.	Children will learn to design models using online CAD software.
Year 6	*Use of different software* *IT*	*Programming skill* *Computer Science*	*Programming project* *Computer Science*	*Media* *IT*	*How things work* *Computer Science*	*Design* *IT*
	Creating Formula in Excel	**Using Variables**	**Program for An Audience**	**Plan and Compose Music**	**How Data is Stored**	**HTML**
	Pupils will learn how to organise data and make calculations using the application Microsoft Excel.	Pupils will learn what variables are and how to use them when programming, using the application Scratch 3.0.	In this unit pupils will create an animation using the application Scratch 3.0.	Pupils will learn how to compose music and learn how to record and edit a simple podcast. Digital Literacy: Pupils learn about copywriting and using someone else's work responsibly	In this unit pupils will learn and explore how data is transferred and received	Pupils will learn how to use HTML coding to program a webpage Digital Literacy: Pupils learn about fake news and how it can be used as click bait.