



St Anne Stanley Computing Curriculum Overview

2022-2023

	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	<i>IT</i>	<i>Digital Literacy</i>	<i>Computer Science</i>	<i>Computer Science</i>	<i>IT</i>	<i>Digital Literacy</i>
	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? End of Unit Assessment: Switch on computer Login with username and password Navigate to a given website or desk top icon Close down the computer	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. End of Unit Assessment: Using Pic Collage or Book Creator: Import a picture from camera roll Add a sentence or caption Format the text Save work	Unplugged Algorithms Pupils will learn what an algorithm is and apply it to both off-computer (unplugged) and on computer tasks. End of Unit Assessment: Task 1 – Unplugged. Give children directional based instructions to follow to get to an object (using a grid marked out). Task 2 – Computer based. Children to complete several stages of Stage 6 in Code.org to demonstrate their programming of an onscreen sprite.	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. End of Unit Assessment: Using Beebot or Beebot online children to programme the Beebots to get from one location to another and record their algorithms.	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 End of Unit Assessment: Using JITS pictogram program children to produce a pictogram from data in a prepared tally chart.	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. End of Unit Assessment: Using JITS children to format a prewritten sentence or paragraph by using backspace and shift to add capital letters and change font and size.
Year 2	<i>IT</i>	<i>Computer Science</i>	<i>Computer Science</i>	<i>Digital Literacy</i>	<i>IT</i>	<i>Digital Literacy</i>
	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	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 End of unit assessment: Children to complete challenges on https://studio.code.org/s/coursec.2019/stahge/5/puzzle/2	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. End of unit assessment: Assessment activity on https://www.scratchjr.org/teach/assessments/solveit	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	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 End of unit assessment:	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. End of unit assessment:



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	terms of both time and purpose. End of unit assessment: Using Resource sheet 5, Circle the items that are computers Label parts of a computer Complete input and output table for different computers Is the peripheral an input or output device	Can they use the skills gained to complete all of the levels?	Pupils will watch a series of videos of Scratchjr projects and answer questions on worksheet which can be used for assessment- downloadable from above website.	Digital Literacy: Identifying what personal information is and whom it should be shared with End of unit assessment: Create a database holding information of different items. Sort items putting most expensive to least expensive Create and label a graph to present information.	Pupils create a presentation (2 or more) slides which includes text, pictures and consistent themes. Planning sheets can be used if necessary.	Find suitable pictures for their presentation and save to iPad. Edit saved pictures Using Shadow Puppet EDU add pictures and text to slides Record their voice over the slides.
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Year 3	<i>Use of different software IT</i>	<i>Programming skill Computer Science</i>	<i>Programming project Computer Science</i>	<i>Media IT</i>	<i>How things work Computer Science</i>	<i>Design IT</i>
	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. End of unit assessment: Children to identify malicious or phishing emails. Children to create secure passwords. Present findings to the class.	Pupils will explore sequencing, selection, repetition, inputs and outputs in programs they create. End of unit assessment: Children will debug and evaluate a Scratch project and evaluate their own projects.	Pupils will create a programmable world using Kodu End of unit assessment: Children will plan, create and debug a game of their own.	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 End of unit assessment: Children will evaluate a range of photographs based on how they look once they have been edited.	Pupils will develop an understanding of networks and the hardware required. End of unit assessment: Children create a teardown video of their laptop autopsy, considering their audience.	Pupils will learn about graphic design, publishing and promoting their own content End of unit assessment: Children create a range of different marketing materials for something of their choice, favourite Disney animation/ other films.
Year 4	<i>Use of different software IT</i>	<i>Programming skill Computer Science</i>	<i>Programming project Computer Science</i>	<i>Media IT</i>	<i>How things work Computer Science</i>	<i>Design IT</i>
	Branching Databases	Repetition and Forever Loops	Coding with Scratch	Creating a Video	Networks and Online Services	Spreadsheets



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	Pupils learn about the concept of branching database and create their own using presentation software End of unit assessment: Children to evaluate their work in the unit using assessment criteria.	Pupil learn to use repeat loops in their code. End of unit assessment: Children will debug and evaluate their algorithm created during the unit.	Pupil create a game using repeat loops. End of unit assessment: Children to test, evaluate and debug a code.	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. End of unit assessment: Children to evaluate their own and others projects using assessment criteria.	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. End of unit assessment: Children to create a 1 minute presentation of work covered in the unit using Word, video. Google slides or Powerpoint.	Create art using and creating a key in Microsoft Excel End of unit assessment: Peer assess other's work using assessment criteria.
Year 5	<i>Use of different software IT</i>	<i>Programming skill Computer Science</i>	<i>Programming project Computer Science</i>	<i>Media IT</i>	<i>How things work Computer Science</i>	<i>Design IT</i>
	Create / Search Database	If and If Else Statements	Creating Music Using Code	Stop Motion Animation	Difference WWW/Internet	3D Modelling
	In this unit the children will use Excel to create and search a database. End of unit assessment: Create and use a database to search for information.	Children will be introduced to If and if else statements in Scratch or similar programming language. End of unit assessment: Children to create a scratch basic programme linked to a topic of their choice.	In this unit the children will use a number of sites to create music using code. End of unit assessment: Children to use their preferred software to create a piece of music.	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? End of unit assessment: Children 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. End of unit assessment: Children to create a short video of the difference between the Internet and the WWW	Children will learn to design models using online CAD software. End of unit assessment: Children to create a 3D model linked to a class topic.
Year 6	<i>Use of different software IT</i>	<i>Programming skill Computer Science</i>	<i>Programming project Computer Science</i>	<i>Media IT</i>	<i>How things work Computer Science</i>	<i>Design IT</i>
	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. End of unit assessment: Using Popplet	Pupils will learn how to compose music and learn how to record and edit a simple podcast. Digital Literacy: Pupils learn about copywriting and	In this unit pupils will learn and explore how data is transferred and received End of unit assessment:	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.



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	End of unit assessment: Children to create and organise a spreadsheet which shows cost of meals, then present in a graph.	End of unit assessment: Children to create a short presentation/video on What is a variable? When do we use them? How do they make our games better? How do we create a score variable in scratch?	http://popplet.com/app/#/demo Children to create a mind map of computer science concepts.	using someone else's work responsibly End of unit assessment: End of unit quiz on prepared questions on unit of work.	Using resource 1 children to answer questions on a prepared worksheet on unit.	End of unit assessment: Children should complete end of unit task activity (in resources)
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