







St John & St James' C of E Primary School







Computing Curriculum Overview



	Autumn 1 eSafety: S is for SAFE	Autumn 2 eSafety: M is for MEETING	Spring 1 eSafety: A is for ACCEPTING	Spring 2 eSafety: R is for RELIABLE	Summer 1 eSafety: T is for TELING	Summer 2 eSafety: SMART
Year 1						
	<p>Programming: Beebots</p> <ul style="list-style-type: none"> • Give commands using direction language • Give sets of simple instructions to form shapes • Improve/change sequence 	<p>Multimedia: Graphics</p> <ul style="list-style-type: none"> • Explore a range of brushes/pens to see the effect they create • Use the rubber tool to erase sections of work • Insert shapes • Save, retrieve and print 	<p>Multimedia: E-book Authors (iPads)</p> <ul style="list-style-type: none"> • Selecting background • Adding photos • Adding text • Sharing and editing 	<p>Programming: Hour of Code</p> <p>Pre-reader Express</p>	<p>Multimedia: We are Time Travellers! (iPads)</p> <ul style="list-style-type: none"> • Research • Filming • Adding photos/background – Green Screen • Saving 	<p>Multimedia: We are Historians! (Microsoft Word)</p> <ul style="list-style-type: none"> • Research • Safe internet searches • Word processing • Saving, retrieving and sharing







St John & St James' C of E Primary School
Computing Curriculum Overview



Year 2						
	<p>Programming: Espresso Coding</p> <ul style="list-style-type: none"> • Varying inputs • Changing directions • Making objects appear & disappear 	<p>Multimedia: E-book Authors (iPads)</p> <ul style="list-style-type: none"> • Selecting theme/background • Adding photos • Adding text • Inserting and recording voice notes • Sharing and editing 	<p>Multimedia: Graphics</p> <ul style="list-style-type: none"> • Explore a range of brushes/pens to see the effect they create • Explore the tip size tool • Use the rubber tool to erase sections of work • Insert and colour shapes and stamps • Save, retrieve and print 	<p>Multimedia: We are Newsreaders! (iPads)</p> <ul style="list-style-type: none"> • Research • Filming • Adding photos/background – Green Screen • Editing - iMovie • Saving 	<p>Programming: Hour of Code Pre-reader Express</p>	<p>Multimedia: We are Historians! (Publisher)</p> <ul style="list-style-type: none"> • Research • Safe internet searches • Word processing • Insert photos • Saving, retrieving and sharing

St John & St James' C of E Primary School
Computing Curriculum Overview









Year 3						
	<p>Programming: Espresso Coding</p> <ul style="list-style-type: none"> • Varying sequence and animation • Making objects appear and disappear • Attaching a timer to moving objects 	<p>Multimedia: We are Travel Agents (iPads)</p> <ul style="list-style-type: none"> • Selecting theme/background • Adding photos and text • Inserting and recording voice notes • Research • Safe internet searches • Sharing and editing 	<p>Programming: KODU</p> <ul style="list-style-type: none"> • Introduction • Creating background • Creating characters • Controlling character movement 	<p>Multimedia: We are Time Travellers! (iPads)</p> <ul style="list-style-type: none"> • Research • Filming • Adding photos/background – Green Screen • Editing – iMovie • Adding text • Saving 	<p>Data: We are Researchers!</p> <ul style="list-style-type: none"> • Create a questionnaire • Data collection (in a tally chart) • Analyse and present findings 	<p>Programming: Hour of Code CS Fundamentals</p>

St John & St James' C of E Primary School

Computing Curriculum Overview









Year 4						
	<p>Multimedia: We are Time Travellers! (iPads)</p> <ul style="list-style-type: none"> • Research • Filming • Adding photos/background – Green Screen • Edit and merge clips – iMovie • Adding text • Saving and sharing 	<p>Programming: KODU</p> <ul style="list-style-type: none"> • Introduction • Creating 3D background • Creating characters • Controlling character movement • Adding variables 	<p>Programming: Scratch</p> <ul style="list-style-type: none"> • Create a gaming environment – add background and sprite • Add input to control sprite • Use conditional statements 	<p>Programming: Hour of Code</p> <p>CS Fundamentals</p>	<p>Data: We are Researchers!</p> <ul style="list-style-type: none"> • Create a questionnaire • Data collection (in a tally chart) • Set up an online survey • Analyse and present findings 	<p>Multimedia: We are Travel Agents (iPads)</p> <ul style="list-style-type: none"> • Selecting theme/background • Adding photos and videos • Adding text • Inserting and recording voice notes • Research • Safe internet searches • Sharing and editing

St John & St James' C of E Primary School

Computing Curriculum Overview









						
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Year 5</p>	<p>Programming: Scratch</p> <ul style="list-style-type: none"> • Create a gaming environment – add background and sprite • Use triggers and loops to control sprites • Use conditional statements • Include scorers and timers • Add end of game message 	<p>Programming: KODU</p> <ul style="list-style-type: none"> • Introduction • Creating a 3D model • Creating and controlling characters • Change and redesign interior • Predict behaviours 	<p>Multimedia: We are Publishers! (Computers/iPads)</p> <ul style="list-style-type: none"> • Research • Choosing appropriate software for a purpose • Publishing • Editing and presenting 	<p>Programming: Hour of Code</p> <p>CS Fundamentals</p>	<p>Data: We are Researchers!</p> <ul style="list-style-type: none"> • Create an online survey • Data collection • Set up analysis document • Present findings in a range of graphs 	<p>Multimedia: We are Newsreaders! (iPads)</p> <ul style="list-style-type: none"> • Research • Filming • Adding photos/background – Green Screen • Edit and merge clips – iMovie • Add sound effects and opening credits • Save and present

St John & St James' C of E Primary School

Computing Curriculum Overview



						
Year 6	<p>Programming: Scratch</p> <ul style="list-style-type: none"> • Create a gaming environment – add background and sprite • Use triggers and loops to control sprites • Use conditional statements • Include scorers and timers • Broadcast messages during the game • Add end of game message • Evaluate the effectiveness of the game 	<p>Multimedia: We are Newsreaders! (iPads)</p> <ul style="list-style-type: none"> • Research • Filming • Adding photos/background – Green Screen • Edit and merge clips – iMovie • Add sound effects and opening credits • Save and present • Critique peers work: WWW, EBI 	<p>Programming: KODU</p> <ul style="list-style-type: none"> • Introduction • Creating a 3D city model • Edit and build upon interior and exterior design of buildings • Add, control and predict behaviours of characters • Shift perspectives (birds eye view, characters eye) 	<p>Programming: Hour of Code CS Fundamentals</p>	<p>Multimedia: We are Publishers! Yearbooks (Computers/iPads)</p> <ul style="list-style-type: none"> • Research • Choosing appropriate software for a purpose • Publishing • Editing and presenting • Critique peers work: WWW, EBI • 	<p>Data: We are Researchers!</p> <ul style="list-style-type: none"> • Create an online survey • Data collection • Set up analysis document • Present findings in a range of graphs • Explore the effect of changing numerical values • Explore some mathematical formulas (to find the total, to find the difference between)