

Chad Vale Primary School Curriculum Overview: Computing



No of timetabled hours per week allocated to this subject: 1 hour per week

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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Learning Objectives in this Unit						
Year 1	Computer systems and networks Technology around us	Computer programming Making a robot	Digital Writing	Animation storytellers Puppet Pals	Digital painting	Computing Programming– Scratch Jr
Learning Objectives in this Unit	<p>I can recognise the ways we use technology in our classroom, home and community.</p> <p>I can use links to websites to find information.</p> <p>I can begin to identify some of the benefits of using technology.</p>	<p>I can give instructions to my friend and follow their instructions to move around.</p> <p>I can describe what happens when I press buttons on a bee-bot.</p>	<p>I can use the keyboard or a word bank on my device to enter text.</p> <p>I can save information in a special place and retrieve it again.</p>	<p>I can talk about the different ways in which information can be shown.</p> <p>I can use technology to collect information, including photos, video and sound.</p> <p>I can use technology to create and present my ideas.</p>	<p>I can be creative with different technology tools.</p> <p>I can use technology to create and present my ideas.</p>	<p>I can begin to use software/apps to create movement and patterns on a screen.</p> <p>I can describe what actions I will need to do to make something happen and begin to use the word algorithm.</p> <p>I can use the word debug when I correct mistakes when I program.</p>
Year 2	Computer systems and networks IT around us	Digital Photographers	We are Researchers	Creating Algorithms Scratch Jr App	Handling Data Pictograms	Emails
Learning Objectives in this Unit	<p>I am starting to understand that other people have created the information I use.</p> <p>I can identify benefits of using technology including finding information, creating and communicating.</p>	<p>I can use a digital camera or camera app</p> <p>I can review and reject or pick the images I take.</p> <p>I can edit and enhance my photographs</p>	<p>I can use technology to organise and present my ideas in different ways.</p> <p>I can save and open files on the device I use.</p>	<p>I can give instructions to my friend (using forward, backward and turn) and physically follow their instructions.</p> <p>I can tell you the order I need to do things to make something happen and talk about this as an algorithm.</p> <p>I can use programming software to make objects move.</p> <p>I can watch a program execute and spot where it goes wrong so that I can debug it.</p>	<p>I can make and save a chart or graph using the data I collect.</p> <p>I can talk about the data that is shown in my chart or graph.</p>	<p>I can use the keyboard on my device to add, delete and space text for others to read.</p> <p>I can send and open and reply to an email – safely.</p>
Year 3	We Are Communicators Email revision	Computer Programming Scratch (google Chrome)	Animation i-motion app	We Are Opinion Pollsters Microsoft forms.	Presentation skills	Computer systems and Network Connecting computers

Learning Objectives in this Unit	<ul style="list-style-type: none"> I can confidently send and receive emails and add attachments / hyperlinks to my emails. I can tell you ways to communicate with others online. 	<ul style="list-style-type: none"> I can put programming commands into a sequence to achieve a specific outcome. I can describe the algorithm I will need for a simple task. I can use repeat commands. I keep testing my program and can recognise when I need to debug it. 	<p>I can create a simple animation</p> <ul style="list-style-type: none"> I can combine a mixture of text, graphics and sound to share my ideas and learning. I can evaluate my work and improve its effectiveness. 	<ul style="list-style-type: none"> I can talk about the different ways data can be organised. I can collect data help me answer a question. I can create a simple online survey. 	<ul style="list-style-type: none"> I can create different effects with different technology tools. I can save and retrieve work on the Internet, the school network or my own device. 	<ul style="list-style-type: none"> I can explain that digital devices accept inputs and produce outputs I can explain that devices can be connected to make networks. I can describe the World Wide Web as the part of the Internet that contains websites.
Year 4	We are co-authors (Egyptian Presentations)	Software developers (Scratch)	Computer systems and networks – The internet.	HTML editors	Photo editors	Handing Data Data loggers
Learning Objectives in this Unit	<p>I can use photos, video and sound to create an atmosphere when presenting to different audiences.</p> <p>I can create, modify and present documents for a particular purpose.</p> <p>I can use an appropriate tool to share my work and collaborate online.</p>	<p>I can use a variety of tools to create a program.</p> <p>I know that I need to keep testing my program while I am putting it together.</p> <p>I can recognise an error in a program and debug it.</p>	<p>I can describe the internet as a network of networks</p> <p>I can recognise that the World Wide Web is the part of the internet that contains websites and web pages</p> <p>I think about the reliability of information I read on the World Wide Web.</p>	<p>I recognise that an algorithm will help me to sequence more complex programs.</p> <p>I can use and edit HTML tags.</p>	<p>I can sort images into 'fake' or 'real' and explain my choices</p> <p>I can change the composition of an image by selecting parts of it</p>	<p>I can organise data in different ways.</p> <p>I can collect data and identify where it could be inaccurate.</p> <p>I can use a data logger to record and share my readings with my friends.</p>
Year 5	Persuasive PowerPoint	We are game developers Scratch	Create a podcast Audacity	Computer systems and networks – sharing information	Creating Media web developers	Selection in physical computing Crumble controllers
Learning Objectives in this Unit	<p>I can use text, photo, sound and video editing tools to refine my work.</p> <p>I can review and improve my own work and support others to improve their work.</p>	<p>I can decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program.</p> <p>I can use a variable to increase programming possibilities.</p>	<p>I can choose an appropriate tool to help me collect data.</p> <p>I can present data in an appropriate way.</p>	<p>I can describe different parts of the Internet.</p> <p>I can use a search engine to find appropriate information and check its reliability.</p> <p>I can recognise and evaluate different types of information I find on the World Wide Web.</p> <p>I can find out who the information on a webpage belongs to.</p>	<p>I can use the skills I have already developed to create content using unfamiliar technology.</p> <p>I can describe the different parts of a webpage.</p> <p>I can use a search engine to find appropriate information and check its reliability.</p>	<p>I can use 'if' and 'then' commands to select an action.</p> <p>I can use logical reasoning to detect and debug mistakes in a program.</p> <p>I can use logical thinking, imagination and creativity to extend a program.</p>
Year 6	Our digital footprint and QR codes.	Computer systems and networks	Game developing Scratch and Kudo	MicroBits	Video editing	Make a leavers' book and performance booklet.

<p>Learning Objectives in this Unit</p>	<ul style="list-style-type: none"> I can collaborate and critically evaluate what happens to personal information once it is posted online – to identify steps to manage a digital footprint. I can select an appropriate tool to communicate and collaborate online. 	<ul style="list-style-type: none"> I can tell you the Internet services I need to use for different purposes. I can check the reliability of a website. I can tell you about copyright and acknowledge the sources of information that I find online. 	<ul style="list-style-type: none"> I can explain and program each of the steps in my algorithm. I can use a variable and operators to stop a program. 	<ul style="list-style-type: none"> I can use different inputs to control a device or onscreen action and predict what will happen I can use logical reasoning to detect and correct errors in a algorithms and programs. 	<p>I can select the correct tools to make edits to my video</p> <p>I can make edits to my video and improve the final outcome.</p>	<ul style="list-style-type: none"> I can talk about audience, atmosphere and structure when planning a particular outcome. I can combine a range of media, recognising the contribution of each to achieve a particular outcome.
<p>Year 6 Data handling objectives – taught through maths lessons.</p>	<ul style="list-style-type: none"> I can check the data I collect for accuracy and plausibility. I can interpret the data I collect. I can present the data I collect in an appropriate way. 					