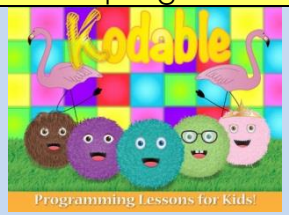
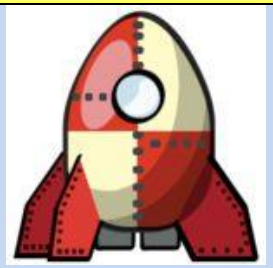
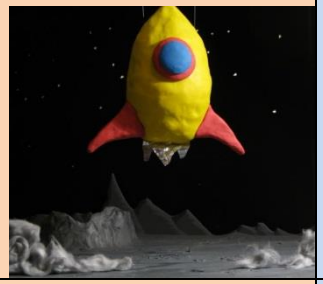
Curriculum Overview: Computing

Computing at St John the Baptist

Ensuring every St John the Baptist child is a confident and safe digital citizen

Our computing curriculum aims to involve at the same rate as the digital world around us and teaches children to be ready for and to embrace these changes. Updated annually, our children learn how to confidently use the internet and digital devices to enhance their learning, share with others and develop computational thinking skills. Units are either ***Computer Science*** or ***Information Technology*** based and each lesson incorporates digital citizenship to ensure children have the skills to remain safe online, both in and out of school. 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.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1						
	Programmable Toys • Directional language • Precise instructions	**We are TV chefs** • Filming – tablets • Selecting and editing • Saving to a cloud	**Kodable** • Visual algorithms • 'when' and change of direction	**We are Meteorologists** • Photos – tablets • Cloud storage • Importing into documents	**Espresso Coding** • Inputs • Changing backgrounds	**We are Historians** • Research • Safe searches • Word processing • Saving and sharing
Year 2						
	Hour of the Code • Word level algorithms • Repeat	**We are Newsreaders** • filming – tablets • editing iMovie	**Espresso Coding** • Varying inputs • Changing direction • Making objects	**We are Animators** • Stop frame animation • Adding text	**Scratch Junior** • 'if' and 'repeat' statements	**We are E-Book Authors** • Adding photos • Adding text • Sharing and

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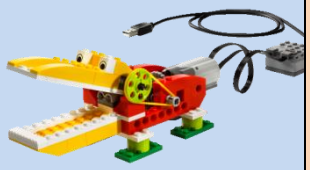
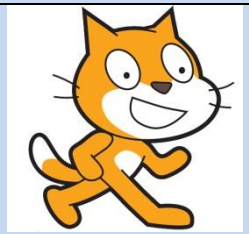
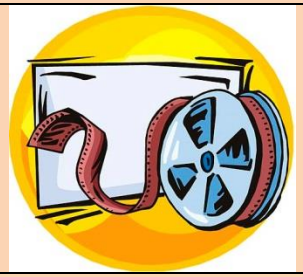
	• Conditional statements	• Sharing	disappear		• Debugging	editing
Year 3						
	Scratch Junior • Multiple pages • Multiple characters • Variables • Scoring	**We are Time Travellers** • Research • Filming • Adding text • Blogging	**Hour of Code** • Sequences • Loops • Debugging	**We are Presenters** • Research • Data collection and analysis • Presenting	**Hour of Code** • Conditional statements • Creating stories • Debugging	**We are App Developers** • Creating own art • Adding images • Creating text • Adding links • Publishing
Year 4						
	Lego WeDo • Creating Lego models • Programming them to move • Motion sensors	**We are Opinion Pollsters** • Online surveys • Analysing results • Publishing findings • Email	**Scratch** • Adding and programming sprites • Changing backgrounds	**We are Producers** • Film and photography • Editing • Digital footprint • Publishing	**Scratch & Lego** • Using Scratch to programme Lego WeDo models • Free Coding	**We are Animators** • Planning • Modelling • Animation • Editing

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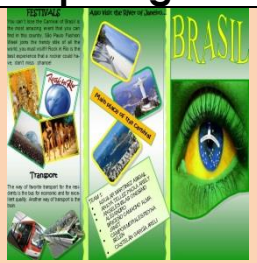
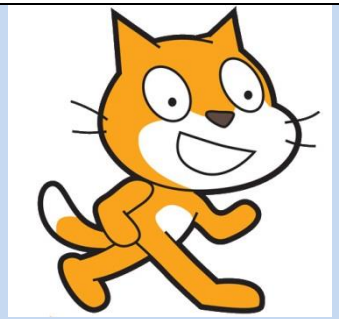
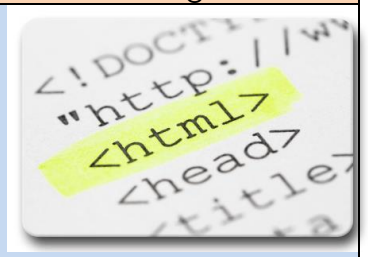
Year 5						
	Microsoft Kodu • Introduction • Creating characters and background • Predicting behaviour	**We are Travel Agents** • EBook • Publishing • Multimedia • Email	**Scratch** • Variables • Consumes • Constraints • Broadcasting	**We are Time travellers** • Film • TV reports • Research	**Search Engines** • Safe searching • How results are selected and ordered • Web crawlers	**We are App Developers** • Creating apps • Importing pictures and text • Publishing and advertising
Year 6					SATS Revision	
	Microsoft Kodu • Variables • Changing behaviours • Shifting perspectives	**We are Publishers** • Research • Choosing appropriate software for a purpose • Publishing	**Raspberry Pi/ Physical computing** • Inside a computer • Building computers • Programming with Scratch	**We are Animators** • Camera angles and special effects • Editing • Publishing		**HTML and the Internet** • Creating Webpages with HTML and CSS • IP addresses • Networks • Search Engines

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