



Computing Curriculum Plan



	Autumn		Spring		Summer	
Year 1	Grouping and Sorting Sort various items online using a variety of criteria.		Maze Explorers Understand the functionality of the direction keys and learn how to debug a set of instructions.		Coding Understand the basics of coding such as events, objects and actions.	
	Pictograms Learn to use pictograms to record data.		Animated Story Books Learn how to add animations, sound effects and voice recordings to stories.		Spreadsheets Introduced to spreadsheets and learn how to navigate around and enter data.	
	Lego Builders Learn how to create, use and follow instructions on a computer.					
Year 2	Coding Understand algorithms, timed sequences and debugging.		Spreadsheets Use copy, cut and paste shortcuts and use the totalling tools to solve problems.		Effective Searching Understand terminology within internet searching and search using the internet for a purpose.	
			Questioning Construct binary trees to separate different items and answer questions.		Presenting Ideas Explore and use different ways to present a story.	
Year 3		Coding Use timers,		Spreadsheets Add and edit data,		Simulations Explore and

		repeat commands and create an interactive scene.		explore 'more than', 'less than' and 'equals' tools, describe cells using their addresses.		understand the purpose of simulations.
				Branching Databases Use and create branching databases.		Presenting Add media, animations, timings to presentations.
Year 4		Coding Understand 'if', 'else' and 'repeat' statements, understand how to use co-ordinates, use number variables and create a playable game.		Spreadsheets Explore how to set numbers as currency or decimals, add formulae to a cell, explore a timer, random number and spin tools, use the line graphing tool to estimate values between data readings.		Animation Learn about onion skinning in animation, add background and sounds to animations, introduce 'stop motion' animation.
		Writing for different audiences Explore font size and style and use simulated scenarios to produce different text types.		Logo Input simple instructions, use and build procedures.		Effective Searching Locate information and search effectively to find out information.
						Hardware Investigations Understand the different parts that make up a desktop computer.

Year 5		Coding Understand and program a simulation, understand decomposition and abstraction, understand how to use friction in code, understand different variable types and use them within code.		Spreadsheets Use formulae within a spreadsheet to convert measurements, use a spreadsheet to model a real-life problem, create formulae that uses text variables.		3D modelling Explore the effect of moving points and design a 3D model to fit certain criteria.
				Databases Learn how to search for information in a database and create their own.		Concept Maps Create a collaborative concept map and present this to an audience.
Year 6	Coding Use functions and flowcharts to test and debug a program. Design and make a text-based adventure game with a timer and score.		Blogging Plan the theme and content for a blog, consider the effect upon the audience of changing the visual properties of a blog.		Spreadsheets To use formulae for percentages, averages, max and min in spreadsheets when using Excel. To create a range of graphs using Excel. To apply spreadsheet skills to solving problems.	
	Networks Find out about LAN and WAN and how we access the internet in school.		Binary Examine whole numbers are used as the basis for representing all types of data in digital systems. To represent whole numbers in binary.			