

# Holme Community School – Long Term Curriculum Planning- Curriculum Overview for Computing

We focus on three elements of computing, which run throughout our curriculum:

- Digital Literacy and Online Safety
- Computational Thinking
- Computers and Hardware

\*Denotes non-Kapow unit- this links to lego education resources.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 & 2 (Cycle A)	Digital Imagery	Online Safety	Stop Motion		Programming (Scratch Jr)	
Year 1 & 2 (Cycle B)	Word Processing	Programming Toys (BeeBots)	Algorithms Unplugged	Algorithms and Debugging	Rocket to the Moon	What is a computer?
Year 3 & 4 (Cycle A)	Collaborative Learning Using Google Docs	Networks and the Internet	HTML	Website Design	Lego We-Do Programming*	
Year 3 & 4 (Cycle B)	Programming (Scratch)	Computational Thinking	Digital Literacy: iMovie Book Trailers (Ipads)		Online Safety	Investigating Weather (Greenscreen)
Year 5 & 6 (Cycle A)	Online Safety and using Search Engines	Stop Motion Animation	Big Data (QR Codes, Barcodes, RFID)		Ino Bots- Programming Devices	Microbit: Rainbow Matrix LED
Year 5 & 6 (Cycle B)	Coding: Bletchley Park		Lego We-Do Programming*		Programming Music: Sonic Pi	Introduction to Python Programming