 Subject Matrix: Computing

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| Subject | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Rec/Nur | Digital literacy Self-image and identity x1Online relationship x1   | Digital literacy Managing online information x2Health wellbeing lifestyle x2 | Digital literacy Online bullying x 2  | Digital literacy Privacy and security x2 | Digital literacy x4Copyright and ownership x 2 |
| Information technology: self-portraits, using cameras and zoom – children to bring their favourite toy  | Information technology: celebrating each other’s differences using a voice over. | Information technology:Using clips to explore the world around us. | Computer science:logical reasoning when building a rocket  |
| Computer science: Delivery day – directions. | Computer science:Animals – position and direction | Information technology: creating a book and adding sound to it |
| Y1 | Digital literacy: Health wellbeing lifestyle x1Privacy and security x 3Self-image and identityX2  | Information technology x5 Using the camera, create an organise photographs: Organise and photograph Victorian toys into old and new - Link to science what material is the toyUse brightness and lighting, make a slideshow  | Digital literacy:Online bullying  | Computer science: x 6 Scratch junior, creating a programme using algorithms.  | Digital literacy: Managing online information x 3Online relationships x4  | Digital literacy:Copyright and ownership x 4Online reputation x 2 |
| Computer science: x 6Unplugged physical computing, debugging programmes.  | Information technology x 4 Using clips to make videos – flight video clips, including airport trip. Including a sticker for further  |
| Y2 | Digital literacy:Health wellbeing lifestyle x 2 Self-image and identity x2Privacy and security x4 | Digital literacy:Online relationships x6  | Digital literacy: Online bullying x 3 | Computer science x6Scratch junior coding.  | Digital literacyManaging online information x5   | Digital literacy:Online reputation x 3Copyright and ownerships x 2  |
| Information technology x5Data collection – collecting, recording and inputting data into numbers.Collect data on our family, siblings etc | Computer science unplugged coding x 5 | Information technology:X4 Link to science Book creator of a life cycle, or plant, add titles and adding music. Comic book style. |
| Y3 | Digital literacy: Copyright and ownership x 1Managing online information x3Self-image and identity x3 | Digital literacy:Managing online information x 3 Online relationships x5 | Computer science:Microbit basics x 7Beating heart, name badge, emotions badge  | Computer science x 4 Microbit sensors; sunlightNetworks and saving information.  | Digital literacy:Privacy and security x 5Online bullying x2Health wellbeing and lifestyle x 2  | Digital literacy: Online reputation x3  |
| Information technology: x6Changes over time; Stone Age: create a iMovie (2 lessons) presentation using a template linked to topic with photos, videos and voice overs. (3 lessons on magnets and fores) information and create a presentation. | Information technology: Phyphox data x1 logging, collect data on height and foot length, input onto a scatter graph, children voice over to explain the data. Data handling: x3 Creating QR codes and Microsoft forms. Collecting insulated materials |
| Y4 | Digital literacyCopyright and ownership x2Self-image and identity x 3 | Digital literacy: Managing online information x 6 Health wellbeing x 2 Online reputation x2  | Computer science: x 6 microbit sensory toy, flashing emotions, times table tester | Computer science: x4 Rock paper scissors, magic ball, conductivity tester  | Digital literacy:Privacy and security x 3Online relationships x3.  | Information technology x2:I can use email to send messages, recognising spam. Llandudno posters and presentations using publisher or pages, add titles music and transitions, voice notes.  |
| Information technology (music lessons)Multimedia and garage band Loop compositionIncluding live vocals | Digital literacy:Online bullying x3 | Information technology: Creating content to inform, use magic move on Keynote to make animations and layering images. Link to topic of living things and what causes a danger |
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| Y5 | Digital literacy:Online relationships x6Self-image and identity x3 Health wellbeing and lifestyle x 2Online reputation x2 | Information technology:Ancient Greece themed; children to create a script on Pages. Podcasting on pages x1Podcasting using garage band x1Podcast – adding effects to a podcast x1 Making jingles using music audio and loops x4 (Christmas effects) | Computer science:Microbit making a smart watch; step counter and accelerometer X3Microbit score keeper x2 Microbit mood radio x2  | Computer science: Create a computer network, physical components of a network and how they are put together. Sharing informationWhat is a websiteWho owns the web x7 | Digital literacy:Privacy and security x3Online bullying x6Copyright an ownership x 2   | Digital literacy:Managing online information x9  |
| Information technology: Using iMovie and imotion to create storyboard, and augmented reality for living things and their habitat Halo AR app. |
| Y6 | Digital literacy:self-image and identity x2Online relationships x4Health wellbeing lifestyle x4  | Digital literacy:Online bullying x2Copywrite and ownership x2  | Computer science:Microbit creating a Tamagotchi lessons 1-3 Pin emotions lessons 4-5 pins as an input and outputLessons 6-7 reaction game  | Computer science:1-2 Buzzer game3-4 Data loggers 5-6 Microbit python programming language | Digital literacyOnline reputation x2Privacy and security x6  | Digital literacy: Managing online information x 9  |
| Information technology:Tinker Cad x 6 manipulating, enhancing, constructing, rotating a 3d model. Creating models of Aztec and Mayan community, building up community by lesson. Designing an app on Keynote. X3 Aztec and Mayan app focusing on ancient civilisation with links and information. | Information technology:Create a budget, video and leaflet about the year 6 performance. |