**Computing at Southwold School 2023 - 2024** Graphical user interface, text

Description automatically generated

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| **Terms** | **Online Safety** | **Reception** | **Year 1** | **Y2** | **Y3** | **Y4** | **Y5** | **Y6** |
| **1** | **SMART rules- ‘S’**  **Self-Image & Identity**  **Privacy and security** | **THROUGHOUT TO LINK WITH EYFS FRAMEWORK SKILLS**  **(DL) TECHNOLOGY IN OUR LIVES**  photocopiers, CD players, mobiles, cameras, remote controls, IWB, ipads | **(CS) PROGRAMMING**  **Moving a Robot**  Verbal & Beebots  2Go | **(CS) PROGRAMMING**  **Robot algorithms**  Quickest journey for BeeBots | **(IT) MULTIMEDIA**  **Desktop publishing**  2Publish a future invention | **(IT) MULTIMEDIA**  **Photo Editing**  Editing digital images/ fake images on  [www.getpaint.net/](https://www.getpaint.net/doc/latest/index.html) | **(CS) PROGRAMMING**  **selection in physical computing**  Micro:bit | **(CS) PROGRAMMING**  **Variables in a game**  Scratch Animated with sound |
| **(IT)**  **MULTIMEDIA**  Photography: ipad camera app to  make selfie photo puzzles |
| **2** | **SMART rules ‘T’**  **Online Bullying**  **(Basics to link in with National ‘Anti-bullying Week’)** | **(CS) PROGRAMMING**  Verbal & Beebots | **(IT)**  **MULTIMEDIA**  **Digital Painting:**  ‘2Paint’ Use variety of artists’ techniques! | **(IT)**  **MULTIMEDIA**  **Digital Photography** | **(DL) TECHNOLOGY IN OUR LIVES**  **Connecting Computers**  Digital & non-Digital Devices, inputs, outputs, processes, Network by connecting devices. | **(DL) TECHNOLOGY IN OUR LIVES**  **The Internet**  Understand school network drive. WWW, evaluate online content. | **(IT) MULTIMEDIA**  **Video Editing**  Vector Drawing- Google Drawings app | **IT) MULTIMEDIA**  **Web page creation** PurpleMash |
| **3** | **SMART rules- ‘M’**  **Online Reputation** | **(IT)**  **MULTIMEDIA**  ‘2Animate’ life process  **(DL) TECHNOLOGY IN OUR LIVES**  Torches | **(IT)**  **HANDLING DATA**  **Grouping Data**  ‘2Investigate’- hoop sort | **(IT)**  **HANDLING DATA**  **Pictograms**  ‘2Count’ to present information as a pictogram | **CS) PROGRAMMING**  **Sequencing Sounds**  Intro Scratch to sequence sounds for a rocket game | **(CS) PROGRAMMING**  **Repetition in shapes**  2Logo- Making shapes with repetition loops | **(IT)**  **HANDLING DATA**  **Flat-file databases**  2Investigate  2Calculate | **(IT)**  **HANDLING DATA**  **Spreadsheets**  Plan an event using Excel / 2Calculate |
| **4** | **SMART rules ‘A’**  **Health, well-being, and lifestyle**  **Copyright and ownership** | **(CS) PROGRAMMING**  ‘2Go’  Control fairytale character moving to visit other characters | **(IT)**  **MULTIMEDIA**  **Digital Writing** | **(IT)**  **MULTIMEDIA**  **Making Music**  Music 2Beat or 2sequence to accompany a story | **(IT) MULTIMEDIA**  **Stop-Frame Animation**  2Animate to retell a story | **(IT) MULTIMEDIA**  **Audio Editing**  Audacity / Busy Beat- Create Music to match a story. | **IT) MULTIMEDIA**  **Video editing**  Greenscreen ‘Do Ink’ | **(IT) MULTIMEDIA**  **3D modelling**  2Design & make / <https://www.tinkercad.com/-> Produce 3D models |
| **5** | **SMART rules ‘R’**  **Online Relationships** | **(IT)**  **MULTIMEDIA**  Word processing ‘2Create a story’ | **(DL) TECHNOLOGY IN OUR LIVES**  **Technology Around us** | **(DL) TECHNOLOGY IN OUR LIVES**  **Information and technology around us** | **(IT)**  **HANDLING DATA**  **Branching Databases**  Play Guess Who  2Question branching database  2Investigate- collect, input data & create a simple database, presenting in different ways. | **(IT)**  **HANDLING DATA**  **Data Logging**  Google Science Journal app | **(DL) TECHNOLOGY IN OUR LIVES**  **Systems and Searching**  Transfer of info between systems & devices, collaborative online eco project-2Connect/2Blog | **(DL) TECHNOLOGY IN OUR LIVES**  **Communication and collaboration**  WWW as commuictaion tool, refined searches, share recycling info by Class blog 2Blog/ 2 Email |
| **6** | **4Rs**  **Managing Online Information** | **(CS) PROGRAMMING**  Scratch Jr | (**CS) PROGRAMMING**  **Introduction to animation**  Scratch Jr (2Code- laptops) | (**CS) PROGRAMMING**  **Introduction to quizzes**  Scratch Jr (2Code- laptops)  design, test & debug, use coded blocks, repeat & timer blocks, extend algorithm. | **(CS) PROGRAMMING**  **Events and actions**  Scratch  Predict, improve algorithms.  by debugging and use sequences & repetition. | **(CS) PROGRAMMING**    **Repetition in Games**  Scratch animated scene | **(CS) PROGRAMMING**  **Selection in quizzes**  Scratch- selection & conditions | **(CS) PROGRAMMING**  **Sensing**  Micro:bit.  create own design step counter, deconstruct & analyse a more complex template. |