**Computing at Southwold School 2023 - 2024** 

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 & Beebots2Go | **(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 tomake 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**2Investigate2Calculate | **(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 Who2Question branching database2Investigate- 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. |