

St Bartholomew's C of E Primary School

Computing Curriculum Overview



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Digi-cameras, Metal detectors, Beebots, iPads, remote control cars, interactive whiteboard, interactive globe, talking magnifying glasses,					
Year 1	Multimedia and basic computing skills. (Sound recording and saving, painting and using a variety of tools)		Digital imagery (Basic keyboard skills, mouse skills, find and select images, saving and opening files).		Control / programming (sequencing instructions, simple algorithms, simple debugging)	
Year 2	Programming (algorithms, programming, debugging)	Emails - basic email correspondence (e-safety, communication, inserting and typing skills)	Data Collection (sorting and classifying, tally charts, pictograms)	Research (internet safety, internet searching, note taking/typing, presentation skills)	Game testers (programing a simple game, testing and debugging)	Photography (multimedia, taking photos, editing and enhancing photos)
Year 3	Programing (programing an animation)	Word processing	Emails – research project (e-safety, appropriate e-mail language, working with others)	Bug fixing (Bug fixing, problem solving)	Data collection and analysis (online surveys, data collection)	Media presentations (Video making, video editing)
Year 4	Programing (control, inputs and outputs)	Create a wiki page (HTML, webpage)	Software development (game making, programing controls and variables)	Minecraft – builders (using computing to build suitable areas)	Stop motion animation (complex animation, Green screening)	Garage band – music (creating music, editing music)

Year 5	<p>Blogging</p> <p>(creating blogs, incorporate media, writing)</p>	<p>Game programmers</p> <p>(Art design, adding levels, variables, lives, debugging, adapting)</p>	<p>Web development</p> <p>(rank searches, question information, HTML)</p>	<p>Inkscape – art</p> <p>(geometry, graphics, refining and developing)</p>	<p>Virtual space</p> <p>(design, architecture, simple CAD)</p>	<p>Code cracking</p> <p>(create ciphers, encrypt message, e-safety)</p>
Year 6	<p>App planning</p> <p>(understanding capabilities of smart tech, geolocations, GPS, solve problems, pitch a proposal)</p>	<p>App design</p> <p>(designing, prototype, interfacing, documenting)</p>	<p>App developers</p> <p>(programming tools, importing existing media, algorithms, program, debug, refine, test and evaluate)</p>		<p>Project work – advertising.</p> <p>(marketing, leaflet and poster design, website design, shooting and editing videos)</p>	