

The Pathfinder C of E Primary School Computing Curriculum Overview



Early years

It is important in the foundation stage to give children a broad, play-based experience of IT and computing in a range of contexts, including off-computer activities and outdoor play. Computing is not just about computers. Early years learning environments should feature IT scenarios based on experience in the real world, such as in role play. Children gain confidence, control and language skills through opportunities such as 'programming' each other using directional language to find toys/objects, creating artwork using digital drawing tools and controlling programmable toys. Outdoor exploration is an important aspect and using digital recording devices such as video recorders, cameras and microphones can support children in developing communication skills. This is particularly beneficial for children who have English as an additional language.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YEAR 1	Computer systems and Networks	Creating Media: Digital Painting	Programming A: Moving Robot	Data Information	Creating Media: Digital Writing	Programming B: Animations
YEAR 2	Computer systems and Networks	Creating Media: Digital Painting	Programming A: Moving Robot	Data Information: Pictograms	Creating Media: Digital Music	Programming B: Quizzes
YEAR 3	Computer systems and Networks	Creating Media: Stop Frame Animation	Programming A: Sequencing Sound	Data Information: Branching Databases	Creating Media: DTP	Programming B: Events Actions in Programs
YEAR 4	Computer systems and Networks	Creating Media: Audio Production	Programming A: Repetition in Shapes	Data Information: Data Logging	Creating Media: Photo Editing	Programming B: Repetition in Games
YEAR 5	Computer systems and Networks	Creating Media: Video Production	Programming A: Selection in Physical Computing	Data Information: Flatfile Databases	Creating Media: Vector Graphics	Programming B: Selection in Quizzes
YEAR 6	Computer systems and Networks	Creating Media: Web Page Creation	Programming A: Variables in Games	Data Information: Spreadsheets	Creating Media: 3D Modelling	Programming B: Sensing Movement