

<b>Subject: Computing</b>							
Y1	<b>Focus</b>	<b>Recognise uses of I.T</b>	<b>- Mouse and Keyboard skills - text and images</b>	<b>Music creation</b>	<b>Digital art</b>	<b>Programming (Lessons 1-4)</b>	
	<b>Strand</b>	<b>Information technology</b>	<b>Information technology</b>	<b>Information technology</b>	<b>Information technology</b>	<b>Algorithms and programming</b>	
	<b>Skills</b>	Where/how digital devices appear in life.	- precise clicking, drag and drop, keyboard key locations - Combine images and text together plus use word banks to develop sentences	- Scales, chords, pitch, arpeggios, melody, tempo and rhythm. - Mixing samples of music. - Creating music with code using variables - Multi-tracking.	6 projects to create digital artwork	Algorithms unplugged, bee bots	
Y2	<b>Focus</b>	<b>Introduction to animation</b>	<b>Data Handling</b>	<b>Comic creation</b>	<b>Programming (Lessons 5-8)</b>	<b>Programming (Lessons 5-8)</b>	<b>Game creation</b>
	<b>Strand</b>	<b>Information technology</b>	<b>Information technology</b>	<b>Information technology</b>	<b>Algorithms and programming</b>	<b>Algorithms and programming</b>	<b>Algorithms and programming</b>
	<b>Skills</b>	Introduce younger pupils to stop-motion animation using free online resources that work on all devices.	Data Handling: - Label a pictogram and add data to each column. - Edit a table with correct titles and numbers to create a bar chart and pie chart. - Explain what a pictogram and bar chart shows.	- Add, resize and organise colour or picture backgrounds - Add, resize, organise characters/objects to different panels. - Add narration using text and direct speech using speech bubbles.	- creating algorithms - creating simple instructions - programming bee bots	- creating algorithms - creating simple instructions - programming bee bots	- creating algorithms - creating simple instructions - programming bee bots
Y3	<b>Focus</b>	<b>Scratch Jnr. Programming</b>	<b>Comic creation</b>	<b>Digital Art</b>	<b>Document editing</b>	<b>Game Creation</b>	<b>Digital Music</b>
	<b>Strand</b>	<b>Computer Science</b>	<b>information technology</b>	<b>Information technology</b>	<b>Information technology</b>	<b>Computer science</b>	<b>Information technology</b>
	<b>Skills</b>	- Write a simple program with text outputs and movement - Write a program with repetition (loops) - Write programs using different inputs - Add conditions (if statements) to a program - Debug Programs (separate tasks) - Program conditions with data variables (quiz) - Work with lists to create random actions - Program random variables to add unpredictability	- Add, resize and organise colour or picture backgrounds - Add, resize, organise characters/objects to different panels. - Add narration using text and direct speech using speech bubbles.	- Add a variety of shapes (outlines and fill) and label them with text - Use select, copy and paste to duplicate elements to improve accuracy and speed. - Flip and rotate elements to create interesting effects, such as symmetry. - Use zoom tools to add more detail. - Add and edit images - Store and retrieve work	- Copy and Paste text and images - Find a replace words - Format text for a purpose - Edit images inside documents	- Design and create digital content to accomplish goals (KS2) - Use various forms of input (KS2)	To create music using digital tools and learn about scales, chords, arpeggios, rhythm, tempo, mixing, making music with code and multi-tracking.
	<b>Focus</b>	<b>Programming</b>	<b>Animation</b>	<b>Data Handling</b>	<b>Internet Research</b>	<b>e-book creation</b>	<b>3D design</b>
	<b>Strand</b>	<b>Computer science</b>	<b>Information technology</b>	<b>Information technology</b>	<b>Digital literacy</b>	<b>Computer science</b>	<b>Information technology</b>

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<b>Y4</b>	<b>Skills</b>	<ul style="list-style-type: none"> <li>- Write a simple program with text outputs and movement</li> <li>- Write a program with repetition (loops)</li> <li>- Write programs using different inputs</li> <li>- Add conditions (if statements) to a program</li> <li>- Debug Programs (separate tasks)</li> <li>- Program conditions with data variables (quiz)</li> <li>- Work with lists to create random actions</li> <li>- Program random variables to add unpredictability</li> </ul>	<ul style="list-style-type: none"> <li>- develop digital skills such as using Powerpoint or Keynote presentation software</li> <li>- animations are made up of frames (a series of still pictures that when played in sequence will move).</li> </ul>	<ul style="list-style-type: none"> <li>- select cells and resize them, fill with colour and add borders.</li> <li>- Find and present data as a table and chart.</li> <li>- Use formulae to find totals, averages and maximum/minimum numbers</li> <li>- Select the correct chart type to present data</li> <li>- Answer 'what if?...' questions</li> </ul>	<ul style="list-style-type: none"> <li>- Appreciate how search results are selected and ranked. (Teacher input)</li> <li>- Use search technologies (different websites) to find specific pieces of information</li> <li>- Reference the correct source of information Be discerning in evaluating digital content.</li> <li>- Search a database correctly for specific information</li> </ul>	<ul style="list-style-type: none"> <li>- Add page colour and style</li> <li>- Add, position and format text on different pages</li> <li>- Add and position images from camera/web</li> <li>- Add audio, including hiding it behind an object.</li> <li>- Add hyperlinks to text and images</li> <li>- Add and format shapes</li> <li>- Use hyperlinks for navigation</li> <li>- Add audio to pages</li> <li>- Embed content such as maps/Youtube videos</li> </ul>	<ul style="list-style-type: none"> <li>- Use 3D Computer Aided Design software to build a 3D town/village using 3D shapes.</li> </ul>
	<b>Focus</b>	<b>Programming</b>	<b>Music creation</b>	<b>Internet research</b>	<b>Data Handling - Tour de France</b>	<b>Computer Networks and Physical systems</b>	<b>E-book creation and 3D design</b>
	<b>Strand</b>	<b>Computer science</b>	<b>Information technology</b>	<b>Digital literacy</b>	<b>Information technology</b>	<b>Computer science</b>	<b>Information technology</b>
<b>Y5</b>	<b>Skills</b>	<ul style="list-style-type: none"> <li>- Write a simple program with text outputs and movement</li> <li>- Write a program with repetition (loops)</li> <li>- Write programs using different inputs</li> <li>- Add conditions (if statements) to a program</li> <li>- Debug Programs (separate tasks)</li> <li>- Program conditions with data variables (quiz)</li> <li>- Work with lists to create random actions</li> <li>- Program random variables to add unpredictability</li> </ul>	<ul style="list-style-type: none"> <li>- create music using digital tools and learn about scales, chords, arpeggios, rhythm, tempo, mixing, making music with code and multi-tracking.</li> </ul>	<ul style="list-style-type: none"> <li>- Appreciate how search results are selected and ranked.</li> <li>- Use search technologies (different websites) to find specific pieces of information</li> <li>- Reference the correct source of information</li> <li>- Search a database correctly for specific information</li> </ul>	<ul style="list-style-type: none"> <li>- Select cells and resize them, fill with colour and add borders.</li> <li>- Find and present data as a table and chart.</li> <li>- Use formulae to find totals, averages and maximum/minimum numbers</li> <li>- Select the correct chart type to present data</li> <li>- Answer 'what if?...' questions</li> </ul>	<ul style="list-style-type: none"> <li>- Why do we save our work to a server on a network, not just to one computer?</li> <li>- Why do we need to login to a school network?</li> <li>- Control physical systems</li> </ul>	<ul style="list-style-type: none"> <li>- Add page colour and style</li> <li>- Add, position and format text on different pages</li> <li>- Add and position images from camera/web</li> <li>- Add audio, including hiding it behind an object.</li> <li>- Add hyperlinks to text and images</li> <li>- Add and format shapes</li> <li>- Use hyperlinks for navigation</li> <li>- Add audio to pages</li> <li>- Embed content such as maps/Youtube videos</li> </ul>
	<b>Focus</b>	<b>Programming consolidation</b>	<b>History of computers</b>	<b>Web design</b>	<b>HTML web programming</b>	<b>Programming in python language</b>	<b>Binary and virtual reality</b>
	<b>Strand</b>	<b>Computer science</b>	<b>Digital literacy</b>	<b>Computer science</b>	<b>Computer science</b>	<b>Computer science</b>	<b>Information technology</b>
<b>Y6</b>	<b>Skills</b>	<ul style="list-style-type: none"> <li>- Write a simple program with text outputs and movement</li> <li>- Write a program with repetition (loops)</li> <li>- Write programs using different inputs</li> <li>- Add conditions (if statements) to a program</li> <li>- Debug Programs (separate tasks)</li> <li>- Program conditions with data variables (quiz)</li> <li>- Work with lists to create random actions</li> <li>- Program random variables to add unpredictability</li> </ul>	<ul style="list-style-type: none"> <li>- Design and create digital content to accomplish goals</li> <li>- Use search technologies effectively and be discerning in evaluating digital content</li> <li>- Understand how technology has changed over time.</li> <li>- Understand the impact (positive/negative) technological changes have on society.</li> <li>- Predict how technology will change in the future.</li> </ul>	<ul style="list-style-type: none"> <li>- Use and combine a variety of software (including internet services) to design and create content that accomplish given goals.</li> <li>- Add and format text within a website.</li> <li>- Organise sections and pages.</li> <li>- Add and edit images.</li> <li>- Include other features such as hyperlinks, buttons and files.</li> <li>- Evaluate other websites and provide constructive feedback.</li> <li>- Make necessary changes to website based on feedback.</li> </ul>	<ul style="list-style-type: none"> <li>- Build a web-page(s) using HTML code:</li> <li>- Add and align text and change colour</li> <li>- Change background colour</li> <li>- Add and align images</li> <li>- Add hyperlinks and use them effectively to build navigation between different pages and external sites.</li> </ul>	<ul style="list-style-type: none"> <li>- Understand what Python programming language is and use Python commands print and move - Use Say and Repeat (Loops) commands Use variables in a Python program</li> </ul>	<ul style="list-style-type: none"> <li>- Understand why computers/electronics use binary.</li> <li>- To convert binary code to denary numbers (decimal numbers) and visa versa.</li> <li>- What virtual reality is and how it can be used to help people.</li> <li>- How to create a virtual reality environment</li> <li>- How to add, move and resize objects in a virtual reality environment</li> <li>- How to add animate objects for realism.</li> </ul>