SHERRIER CE PRIMARY
COMPUTING NATIONAL CURRICULUM COVERAGE

Computing overview

	Autumn		Spring		Summer	
	Computing systems and network	**Creating media A**	**Programming A**	**Data and information**	**Creating media B**	**Programming B**
EYFS	• Show resilience and perseverance in the face of a challenge. • Know and talk about the different factors that support their overall healthand wellbeing: sensible amounts of 'screen time'. • Develop their small motor skills so that they can use a range of tools competently,safely and confidently. • Explore, use and refine a variety of artistic effects to express their ideasand feelings. **ELG**: • Be confident to try new activities and show independence, resilience andperseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. • Safely use and explore a variety of materials, tools and techniques, experimentingwith colour, design, texture, form and function.					
Year 1	**Technology around us** Recognising technology in school and using it responsibly.	**Digital painting** Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	**Moving a robot** Writing short algorithms and programs for floor robots and predicting program outcomes	**Grouping data** Explore object labels, then using them to sort and group objects by properties.	**Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Programming animations** Designing and programming the movement of a character on screen to tell stories.
Year 2	**Information technology around us** Identifying IT and how it is used to improve our school and beyond.	**Digital photography** Capturing and changing digital photographs for different purposes.	**Robot algorithms** Creating and debugging programs and using logical reasoning to make predictions.	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Making music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	**Connecting computers** Identifying that digital devices and inputs, and outputs, and how devices can be	**Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story	**Sequencing sounds** Creating sequences in a block-based programming language to make music.	**Branching databases** Building and using branching databases to group objects using yes.no questions.	**Desktop publishing** Creating documents by modifying text, images and page layouts for a specified purpose.	**Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.

	connected to make setworks					
Year 4	**<u>The internet</u>** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**<u>Audio editing</u>** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**<u>Repetition in shapes</u>** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**<u>Data logging</u>** recognise how and why data is collected over time, before using data loggers to carry out an investigation.	**<u>Photo editing</u>** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**<u>Repetition in games</u>** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	**<u>Sharing information</u>** Identifying and exploring hoe information is shared between digital systems.	**<u>Video editing</u>** Planning, capturing and editing video to produce a short film.	**<u>Selection in physical computing</u>** Exploring conditions and selection using a programmable microcontroller	**<u>Flat-file databases</u>** Using a database to order data and create charts to answer questions.	**<u>Vector drawing</u>** Creating images in a drawing program by using layers and groups of objects.	**<u>Selection in quizzes</u>** Exploring selection in programming to design and code an interactive quiz.
Year 6	**<u>Internet communication</u>** Recognising how the WWW can be used to communicate and be searched to find information.	**<u>Webpage creation</u>** Designing and creative webpages, considering copyright, aesthetics, and navigation.	**<u>Variables in games</u>** Exploring variables when designing and coding a game.	**<u>Introduction to spreadsheets</u>** Answering questions by using spreadsheets to organise and calculate data.	**<u>3D modelling</u>** Planning, developing and evaluating 3D computer models of physical objects.	**<u>Sensing</u>** Designing and coding a project that captures inputs from a physical device