Fen Ditton C. P. School

Computing Curriculum Overview

2023-2024

ANGLIAN LEARNING

1 hour weekly sessions	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1 & 2	**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** Exploring object labels, then using them to sort and group objects by properties	**Digital writing** Using a computer to create a 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 & 3	**Information technology around us** Identifying IT and how its responsible use improves our world in 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 & 4	**Connecting Computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	**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
Year 4 & 5	**The Internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content	**Audio editing** Capturing and editing audio to produce a podcast, ensuring that copyright is considered	**Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes	**Flat-file databases** Using a database to order data and create charts to answer questions	**Photo editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled	**Repetition in games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game
Year 5 & 6	**Internet communication** Recognising how the WWW can be used to communicate and be	**Webpage creating** Designing and creating webpages, giving consideration to	**Variables in games** Exploring variables when designing and coding a game	**Introduction to spreadsheets** Answering questions by using	**3D modelling** Planning, developing and evaluating 3D	**Sensing** Designing and coding a project that captures

	searched to find information	copyright, aesthetics, and navigation		spreadsheets to organise and calculate data	computer models of physical objects	inputs from a physical device
Additional alternative units for Upper KS2 years 4 to 6 to suit cohort	**Sharing information** Identifying and exploring how information is shared between digital systems	**Video editing** Planning, capturing, and editing video to produce a short film			**Vector drawing** Creating images in a drawing program by using layers and groups of objects	**Selection in quizzes** Exploring selection in programming to design and code an interactive quiz