

Curriculum Plan: Computing
Subject Leader: L Anderson

	AUUTMN 1ST HALF	AUTUMN 2ND HALF	SPRING 1ST HALF	SPRING 2ND HALF	SUMMER 1ST HALF	SUMMER 2ND HALF
Y1	Technology all around us (INFORMATION TECHNOLOGY)	Mouse & Keyboard skills (INFORMATION TECHNOLOGY)	Digital Painting (INFORMATION TECHNOLOGY)	Digital Writing (INFORMATION TECHNOLOGY)	Programming Toys (COMPUTER SCIENCE)	Programming animations (COMPUTER SCIENCE)
	Online Relationships Self-Image & Identity (DIGITAL LITERACY)	Online Bullying Online Reputation (DIGITAL LITERACY)	Managing Online Information (DIGITAL LITERACY)	Health, Well-Being & Lifestyle (DIGITAL LITERACY)	Privacy & Security (DIGITAL LITERACY)	Copyright & Ownership (DIGITAL LITERACY)
Y2	Technology all around us (INFORMATION TECHNOLOGY)	Word Processing (INFORMATION TECHNOLOGY)	Digital Photography/Computer Art (INFORMATION TECHNOLOGY)	Presentation Skills (INFORMATION TECHNOLOGY)	BluBots (COMPUTER SCIENCE)	An introduction to quizzes (COMPUTER SCIENCE)
	Online Relationships Self-Image & Identity (DIGITAL LITERACY)	Online Bullying Online Reputation (DIGITAL LITERACY)	Managing Online Information (DIGITAL LITERACY)	Health, Well-Being & Lifestyle (DIGITAL LITERACY)	Privacy & Security (DIGITAL LITERACY)	Copyright & Ownership (DIGITAL LITERACY)
Y3/4 A	Creating Media – Desktop Publishing (INFORMATION TECHNOLOGY)	Programming – Sequencing (COMPUTING SCIENCE)	Creating media – Editing Audio (INFORMATION TECHNOLOGY)	Programming events and actions (COMPUTING SCIENCE)	Animation (INFORMATION TECHNOLOGY)	Programming – Kodu (COMPUTING SCIENCE)
	Online Relationships Self-Image & Identity (DIGITAL LITERACY)	Online Bullying Online Reputation (DIGITAL LITERACY)	Managing Online Information (DIGITAL LITERACY)	Health, Well-Being & Lifestyle (DIGITAL LITERACY)	Privacy & Security (DIGITAL LITERACY)	Copyright & Ownership (DIGITAL LITERACY)
Y3/4 B	Computer systems & networks (INFORMATION TECHNOLOGY)	Programming – Repetition in shapes (COMPUTING SCIENCE)	Interactive eBooks (INFORMATION TECHNOLOGY)	Photo Editing (INFORMATION TECHNOLOGY)	Drawing and Desktop Publishing (INFORMATION TECHNOLOGY)	Programming – Repetition in games (COMPUTING SCIENCE)
	Online Relationships Self-Image & Identity (DIGITAL LITERACY)	Online Bullying Online Reputation (DIGITAL LITERACY)	Managing Online Information (DIGITAL LITERACY)	Health, Well-Being & Lifestyle (DIGITAL LITERACY)	Privacy & Security (DIGITAL LITERACY)	Copyright & Ownership (DIGITAL LITERACY)

Y5	Word Processing (INFORMATION TECHNOLOGY)	Programming – Selection (COMPUTING SCIENCE)	Video Editing (INFORMATION TECHNOLOGY)	Databases (INFORMATION TECHNOLOGY)	Vector Drawing (INFORMATION TECHNOLOGY)	Programming – Crumbles (COMPUTING SCIENCE)
	Online Relationships Self-Image & Identity (DIGITAL LITERACY)	Online Bullying Online Reputation (DIGITAL LITERACY)	Managing Online Information (DIGITAL LITERACY)	Health, Well-Being & Lifestyle (DIGITAL LITERACY)	Privacy & Security (DIGITAL LITERACY)	Copyright & Ownership (DIGITAL LITERACY)
Y6	Computer systems & networks & Word Processing: Communication (INFORMATION TECHNOLOGY)	Programming – Variables in games (COMPUTING SCIENCE)	Website Design (INFORMATION TECHNOLOGY)	Programming – Sensors and Variables (COMPUTING SCIENCE)	Spreadsheets (INFORMATION TECHNOLOGY)	3D Modelling (INFORMATION TECHNOLOGY)
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