



Computing

Curriculum: Year A



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class						
	Via avviira a AA	5 4 2 0 1 Dit Offi	D-t-	Over the Deinhau	Onto a va Carada a	Hade Deep Dad
	Knowing Me	<u>5,4,3,2,1 Blast Off!</u>	<u>Pets</u>	Over the Rainbow	<u>Octopus Garden</u>	<u>Ugly Bug Ball</u>
	<u>Technology in our lives</u>	Cause and Effect	Touch Control	<u>E-safety</u>	<u>IPad</u>	Switch Control
	Children to explore	√ Ican	✓ I can use	Think You Know -	√ Ican	√ Ican
	technology in our	interact	technology	Lee and Kim's	interact	explore
Blue	school.	with objects	to show my	Adventures Animal	with objects	simple
	Children to be	on screen. ✓ I can	learning.	Magic - https://www.thinkuk	on screen. ✓ I can	programmi
(Faulty Valores)	introduced to our	create	Children to explore	now.	create	ng.
(Early Years)	IWB's, Sensory room,	objects on	helpkidzlearn using	co.uk/5_7/leeandki	objects on	Children to explore
	IPads and hub.	a screen.	the IWB or touch	m/	a screen.	the different switch
		G 00.00	screen computers in	,	√ Ican	activities on SEN ICT
	Visit areas of school	Children to interact	the hub to explore	Children to explore	identify	using single and
	and go on a screen	with the Eye gaze,	selecting, interacting	the different	icons.	dual switches.
	hunt.	IWB or IPads to	and manipulating	activities and		
		exploring space	images on screen.	games linked to the	Children to explore	PECs, photographs
	Children to look at	themed images.		avatars.	apps – Fluidity,	or pictures to be
	photos of themselves.		Cross Curriculum		Finger Paint and	used to order how
		Cross Curriculum	Purple Mash	Role play – masks,	Draw Stars to	to make the music
	Children to look at their	Drawing	2Paint	small world.	explore mark	happen etc.
	own image on large screens and try and	stars app.	Projects – Fish • Purple Mash	Cross Curriculum	making using ICT.	This is evidence of a
	identify.	Purple	– pets jigsaws	✓ Purple	Cross curriculum	simple algorithm.
	ideriiry.	mash	Bug club	Mash	✓ Purple	simple digoriffin.
	Extend to children	Rocket.	pictures	2paint –	Mash -	Cross Curriculum
	taking photos using the	HelpKidzlea	books – pets.	Rainbow	Under the	Bug club
	IPads. 'Selfie style'.	rn Space	Purple Mash	✓ Dark room	sea jigsaws	phonics
	,	theme	– Games –	– colour	✓ Espresso –	 Topmarks.c
	Cross Curriculum	songs and	Simple City -	displays	counting	o.uk –
	 IPad App 	counting	Vets		fish EYFS	counting
	Singing Fingers	games.		Monthly E-safety		ladybird
	 Purple Mash 	Monthly E-safety	Monthly E-safety	Newsletter Home to	Monthly E-safety	spots.
	My face	Newsletter Home to	Newsletter Home to	parents.	Newsletter Home to	
	jigsaw.	parents.	parents.		parents.	Monthly E-safety
		p 5				Newsletter Home to
						parents.



	 Purple Mash – Paint Projects Harvest Basket App – Bla Bla Bla Monthly E-safety Newsletter Home to parents. 	Winter Warmers	To Infinity and Beyond	Knight Fever	Pirates	The Land of Rhyme
	E-Safety	<u>Multimedia</u>	Programming and	Technology in our	Key Skills	Data Handling
Red (Years 1 & 2)	Use technology safely and respectfully, keeping personal information private. Know where to go for help and support when they have concerns about content or contact on the internet or other online material. Vocabulary - E-safety, Online safety, Password, adults we trust. Stranger danger. Acceptable Use policy shared with children including Internet use policy.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content Using Paint tools to create a picture (1) Adding text (2) Retrieving, editing and saving work (3) Using apps to create simple animations (4-6) http://www.abcya.com/animate.htm E-safety Focus - Stage 1 and 2 'Keep it private' Focus 3 - passwords. Vocabulary - save, file, document, app, font, colour, size.	coding - Bee bots Purple Mash 2Go (Space themed) 1. Controlling a device (movement / patterns) 2. Creating instructions 3. Recording instructions 4. Predicting instructions needed to complete a task E-safety - App safety. Vocabulary - programming, Bee Bot, left, right, forward, backwards, go, instructions.	Lives - Recognising different technology at home, at school and in the environment Understanding the purpose of the Internet and how it can be used - Finding an image - Introduce Kiddle, swiggle - searching for information E-safety - Safe internet use - Stage 1 and 2 internet Focus 1. Vocabulary - technology, internet, world wide web, Kiddle, swiggle,	Logging on and off Logging on and off Mouse control Saving and printing work Use App to take pictures — Pirate app. E-safety — logging on keeping data private. Vocabulary — log on/off, shut down, password, private, keyboard, mouse, mouse pad, save, file, print, photocopier.	Take photographs, video and record sound to record learning experiences → Link to 'Plants' topic in Science Purple Mash - Collect data, generate graphs and charts to find answers. Explore graphs and data using topmarks.co.uk E-safety - sharing photos and storing them safely. Vocabulary - photos, camera, video, microphone.



				safesearch, search engine, image.		
Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Green	E-Safety Children to explore the acceptable use policy and learn about the monitoring systems used in school. Pupils explore reasons why people use passwords, learn the benefits of using passwords, and discover strategies for creating and keeping strong, secure passwords. ✓ understand why people need to be safe online ✓ I can create something that tells people how to stay safe.	Frozen Planet Key Skills – Information Technology To continue to develop typing speed and accuracy to enable independent and efficient access to a computer. To understand the purpose of, and begin to independently use a range of different technology. ✓ I can use a mouse. ✓ I can use a keyboard. ✓ I can launch an application ✓ I can save a file ✓ I can print a document. ✓ I can use a photocopier.	Amazing Animals Programming — Scratch Jnr Programming Scratch - Focus - to follow precise instructions. During the sequence, children will predict what will happen and afterwards begin adding or editing their own characters and backgrounds. E-Safety — Safe search — How to use search engines safely. Vocabulary — Scratch, program, code, instructions, system, goals, debug, problem.	Dut of this world E-safety Pupils explore what it means to be responsible for and respectful of their offline and online communities as a way to learn how to be good digital citizens I can explain the difference between acceptable and unacceptable behaviour (when using technology) Vocabulary - online community, behaviour, acceptable, unacceptable, unacceptable, unacceptable, digital citizen, bullying.	Multimedia - Computer Art Making Music To be introduced to making music digitally using 2Sequence (Purple Mash). To explore, edit and combine sounds using 2Sequence. To upload a sound from a bank of sounds into the Sounds section. To record their own sound and upload it into the Sounds section. To create their own tune using the sounds which they have added to the Sounds section.	Multimedia - Presentation skill: I can change the appearance of to increase its effectiveness. I can use photos video and sound create an atmosphere when presenting to different audience. Children to exploit Powerpoint, imovito create presentations. E-Safety - Focus appropriate and inappropriate content. What to if content upsets you. Vocabulary - Powerpoint, presentation.



	Vocabulary – acceptable use, policy, agreement, digital member, password, safety, private. Acceptable Use policy shared with children including Internet use policy	E-Safety – Cyber bullying Vocabulary – keyboard, mouse, mouse pad, save, file, document, printer, photocopier.			E-Safety – Storing videos and images safely. Vocabulary – digital, music, tune, sequence, save, upload.	imovie, sound, video, digital, presentation.
	<u>Egyptians</u>	<u>Lights, Camera, Action!</u>	<u>Space – 5,4,3,2,1</u>	<u>Righteous Royals</u>	<u>Magic</u>	Groovy Greeks
Purple (Years 5 & 6)	E-Safety - Cyber Bullying Children need an awareness of what cyber bullying means and how it can potentially occur. Children need to understand the potential consequences for all involved. Children need to be taught 'What to do if' they experience Cyber bullying or know of Cyber bullying happening. Children to be taught how to be a good digital citizen and how negative behaviour	Multimedia – Stop Frame animation Children to; Learn what stop frame animation is. Create a basic stop frame using grid club. Practice using stop frame equipment to make very simple sequence. Practice using stop frame equipment to make very simple sequence. Create storyboard. Plan what is needed for their stop frame. Create props	Key Skills – Information Technology To continue to develop typing speed and accuracy to develop competency in typing. To understand the purpose of, and use independently, a range of different technology. To make choices about when to use technology, which piece(s) of technology to use, which software/tools they are going to use on the technology and	Programming – Coding 2CODE Purple Mash To design and write a program that accomplishes a specific goal. To design and write a program that simulates a physical system. To use repetition commands To introduce 'If' statements. Debugging. To introduce variables. A.L.E.X – App programming – Children to play and create simple games	Programming – Scratch Jnr Create content that accomplish given goals. Solve problems by decomposing them into smaller parts. Write and debug programs that accomplish specific goals. Design, write and debug programs that accomplish specific goals. Children to create a Maze game by writing an algorithm for multiple characters and	Multimedia – Email Pupils will be taught to think about different methods of communication. To open and respond to emails. To write an email to someone using an address book. To learn how to use email safely. To add an attachment to an email. E-Safety – Email safety – What to do if And appropriate content/usage.



can affect their digital footprint.

Vocabulary – Cyber bullying, trolling, online community, behaviour, acceptable, unacceptable, report, consequences.

Acceptable Use policy shared with children including Internet use policy Film animation using suitable software & hardware.

E-Safety – Who's your audience – Children to learn about privacy settings and how to keep their information safe.

Vocabulary – Animation, stop frame, camera, IPad, software, hardware, storyboard, props, backgrounds. be able to explain their choices to others.

E-Safety – Virus threats. Safe website search.

Vocabulary -Word processing skills, Mouse control, Selecting, highlighting texts, Changing font, changing sizes, Powerpoint, Clicker, Word. using simple programming using icons.

E-Safety – Acceptable us policy – why it's important and what it means. Digital citizen work.

Vocabulary – programming, code, debug, algorithm instructions, order, variables, commands, design, app, application. backgrounds. (Purple Mash)

E-Safety – Share content like blogs, Videos of creations including those on Scratch on an online platform. Who is watching?

Vocabulary – Scratch, program, code, Algorithms, triggers, motions, end results, instructions, system, goals, debug, problem, Sprites. Vocabulary – Email, internet, world wide web, inbox, sent, trash, draft, attachments.





Computing

Curriculum: Year B



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class						
	Nursery Rhymes	Winter Wonderland	Bucketful of Dinosaurs	'Tickets Please' Transport	Food Glorious Food	Down in the Jungle
Blue (Early Years)	Technology in our lives Children to explore technology in our school. Children to be introduced to our IWB's, dark room, IPads and hub. Visit areas of school and go on a screen hunt. Technology in the environment Road crossings Using technology in the kitchen – microwave etc. Supermarket checkout – Community visits to explore technology around us. Introduced iPad CBEEBIES app Cross Curriculum Youtube Nursery Rhyme songs.	Cause and Effect - mark makina ✓ I can create objects on a screen. ✓ I can identify icons. ✓ I can make purposeful marks on screen. Using the IWB children will explore Purple Mash 2Paint Projects making purposeful marks. Children will be taught to; • Use their index finger for touch control • Mark make in all directions. • Choose colours and patterns using icons.	Touch Control ✓ I can interact with objects on screen. Clicker 6 matching pictures. Children to match PEC images of dinosaurs, illustrations and cartoon dinosaurs beginning with a choice of 2 and extend. Children to use index finger touch control on the touch screen PC's in class and in the hub. Cross Curriculum • Purple Mash Dinosaur jigsaws 4 – 8 pieces • Purple Mash Paint projects	E-Safety Smartie the Penguin http://kidsmart.org.uk/ teachers/ks1/sources/ index.htm Create a Smartie the Penguin image (e.g. 2Paint or Paint on Purple Mash) telling children to ask for help if anything unexpected happens when they are online. Make a display with an E-safety theme with penguin images for adults who can help us when we are online – Teachers/TA's/Parents etc Cross Curriculum Purple Mash 2paint – vehicles Purple Mash – Garage	IPad ✓ I can use technology to show my learning Children to explore the camera feature on the IPad and take pictures of their topic related work - Food technology/activities to make a photo story book. Use a book style app to make a class/group story to share on the IWB using Apple TV. Cross Curriculum ✓ Clicker food matching activities. Monthly E-safety Newsletter Home to parents.	Programming ✓ I can explore simple programming. Children to explore different RC toys focusing on directions forwards and backwards. Children on the sensory curriculum to explore simple switch/cause and effect toys. Children to look at simple direction/control images. (go, stop, forwards, backwards.) Cross Curriculum • Purple Mash 2Paint animals • Phonics play.co.uk dear zoo sounds.



	Purple Mash 2Paint Humpty Dumpty Mash Cam Monthly E-safety Newsletter Home to parents. PEC Acceptable Use policy shared with children including Internet use policy	Use width tool for pen / brush Cross Curriculum Switch IT Weather Purple Mash 2Paint Projects – Snowman, Christmas Tree Education City – Build a snowman Monthly E-safety Newsletter Home to parents.	Bug Club picture books – Harry and a bucket full of dinosaurs. Monthly E-safety Newsletter Home to parents.	Monthly E-safety Newsletter Home to parents.		Monthly E-safety Newsletter Home to parents
Red (Years 1 & 2)	Africa Key skills ✓ Touch control – app ✓ Mark making over Animals – Elephants Purple Mash ✓ Interactive stories and songs on the IWB. ✓ Log on/off using	Celebrations Multimedia Use technology purposefully to create digital content. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Paint skills – Colour magic.	Once Upon a Time Programming Bee bots Purple Mash 2Go Red Riding hood theme. 1. Controlling a device (movement / patterns) 2. Creating instructions 3. Recording instructions 4. Predicting instructions needed to complete a task	Ine Land Before Time ESafety Use technology safely and respectfully, keeping personal information private. Digi Duck – logging off and on linked to story. Create display about keeping passwords/ secret and secure. Vocabulary – online safety, E-safety, password, log on/off,	Starry Night Technology in our lives Multimedia Word processing skills. Word and Clicker. Exploring key boards - Typing letters - Typing name - Typing a sentence Typing to find an	Under the Sea Programming Daisy Dino app/ Beebot App Understand control devices follow instructions using a common language. Use logical reasoning to predict the behaviour of simple programs. E-safety – App safety, device safety – android/lpad.



E-safety for password, protection Vocabular App, touc ipad, lapte	stranger danger. Safe adults who can help. Vocabulary – icon, paint, tools, size, font, colour, save, print, file. Vocabulary – icon, paint, tools, size, font, colour, save, print, file.	E-safety focus – online presence, avatars – Stage 1 and 2 Focus 4 – Lee and Kim. Vocabulary – Beebots programming, icon, background, character.	private, bullying, cyberbullying.	image on the internet. E-safety focus – safe internet search – link to typing in a search engine, swiggle/kiddle. Vocabulary – Key board, computer, laptop, type, typing, keys, Caps Lock, Space bar. E-safety, online safety, internet.	private messaging inside apps. Vocabulary – App, online safety, Esafety, programming, Instructions, forward, backwards, left, right.
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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class						
	Happy Healthy Me	<u>Victorian Wonderland</u>	<u>Let it Grow</u>	<u>Chocoholics</u>	The Great Outdoors	The Big Top
Green (Years 3 & 4)	Programming Coding – 2CODE Purple Mash Pupils will create unambiguous instructions like those required by a	E-safety – Kidsmart Pupils will learn to use technology safely, respectfully and responsibly; recognise acceptable/unaccept able behaviour,	Multimedia Pupils will create different effects with different technology tools. Combine a mixture of	Key Skills Information Technology Pupils will become skilful in using different tools to control technology.	E- Safety My Online Community Pupils explore the concept that people can connect with one	Programming Turtle Logo Pupils understand what algorithms are; and that programs execute by following precise
	computer. To build one- and two-step instructions	identify a range of ways to report concerns and	text, graphics and sound to share learning.	To begin to develop typing	another through the Internet.	and ambiguous instructions.
	using the printable code cards.	inappropriate behaviour.	Children to create films and books using	speed and accuracy to enable	They understand how the ability for people to	Create and debug simple programs.
	Introduction to coding.	Explore the Kidsmart activities – Being Smart and Net Nasties.	a variety of apps and programs including Movie Makers, Book	independent access to a computer.	communicate online can unite a community but also	Use logical reasoning to
	Introduction to block coding on screen.	Learn the safe rules and create a poster/Powerpoint	Creator and Veescope. E-Safety – Sharing	✓ I can use a mouse. ✓ I can use a	present danger. Thinkuknow resources – Hectors	predict the behaviour of simple programs
	Introduce backgrounds and	digitally. Individually or in a group.	photos on the internet – Social media	keyboard. ✓ I can	World/ Cyber Café.	Children use Turtle logo to create
	characters. Making a character move left and right.	Vocabulary – E-safety, online safety, social media, cyber bullying,	dangers/ staying safe – discussions around sharing information.	launch an application ✓ I can save a file	Vocabulary - E- safety, online safety, social media, chat rooms,	different algorithms for different shapes and then use the repeat command.



	Making a character move when clicked. Ext for MA - Introduction to Collision Detection. E-safety - Acceptable use policy focus - Do's and Don'ts of responsible use. Including Internet use policy Vocabulary - programming, coding, code instructions, order.	trolling, private messaging, data, digital footprint.	Vocabulary – text, sound, app, colour, font, edit, E-Safety, sharing, social media, data, graphics.	✓ I can print a document. ✓ I can use a photocopi er. E-Safety – password safety. Vocabulary – keyboard, mouse, mouse pad, save, file, document, printer, photocopier.	email, skype, cyber bullying, trolling, private messaging, data, digital footprint.	(Twinkl and Purple Mash planning to support in Curriculum area ICT) E-Safety – True or False – Using search engines to find reliable information. Vocabulary - programming, code, instructions, order. MA – algorithm
Purple (Years 5 & 6)	E-Safety Social Media Children to explore the dangers surrounding social media. Children to learn about the different social media platforms available – Facebook, Twitter, Youtube, Pinterest. Reporting concerns – Strategies to stay safe on social media.	World War 2 Key Skills Information Technology Become familiar with a range of devices, for example tablets, desktop computers, laptops, microphones, cameras etc and increasingly develop their independence and confidence in using these devices. Word Processing ✓ Learn the keys on the key board (Purple Mash)	Vikings & Anglo Saxons Programming Coding 2CODE Purple Mash To design and write a program that accomplishes a specific goal. To design and write a program that simulates a physical system. To use repetition commands. To introduce 'If' statements.	Scientists & Inventors Radicalization To understand that people online may not be who they say they are. To understand the dangers of giving out personal information online. To understand the dangers of spending too much time online. Radicalization through the	Multimedia Augmented Reality To create a virtual presence using an APP. To import images from a shared area into an APP. To record my voice and move images on a IPad. To create a story board for a digital play.	Multimedia Design website Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and



Vocabulary – Social media, private messaging, trolling, cyberbullying, posts, share, settings. Acceptable Use policy shared with children including Internet use policy	✓ Understand how to type the title date and sentences. ✓ Editing - functions to correct work make text bigger smaller use colour ✓ Produce a piece of writing. E-Safety – Web evaluation – children evaluate the content they are exploring. Vocabulary – device, laptop, computer, camera, type, keyboard, space bar, backspace, control, internet, world wide web, evaluate.	Debugging. To introduce variables. E-Safety – Filters and Photoshop – Children to learn about how images are changed and why this happens. – Positive body images and selfesteem – Link to SMSC Vocabulary – programming, code, debug, algorithm instructions, order, variables, commands, design.	internet/ gaming – PREVENT. Vocabulary – E- safety, online safety, social media, radicalization, PREVENT, extremists.	To make and produce a digital play using the IPad. To edit my saved files to make improvements. E-Safety – Games, films and ratings PEGI. Children to look at different age certificates and why they are important. Vocabulary – Apps, applications, characters, icons, video, audio, augmented reality.	presenting data and information. Create year 6 leaver video E-Safety – Miss use of Social media – Being impersonated and Impersonating others on social media, using other people's accounts/passwords. Vocabulary – Internet, web design, web page, design, data, presentation.
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Computing
Whole-school coverage



YEAR A – 2018-2019, 2020-2021, 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Blue (Early Years)	Digital Literacy Technology in our lives Technology in the environment	Information Technology – multimedia Cause and Effect – mark making	Information Technology – multi media Touch Control	Digital Literacy ESafety	Information Technology – multi media IPad	Computer Science Programming
Red (Years 1 & 2)	Digital Literacy ESafety	Information Technology – multimedia Create, organise, store, manipulate and retrieve digital content.	Computer Science Programming	Information Technology – multi media Key Skills	Digital Literacy Technology in our lives.	Information Technology – multimedia Data Handling
Green (Years 3 & 4)	Digital Literacy ESafety	Information Technology – multi media Key skills	Computer Science Programming	Digital Literacy ESafety	Information Technology – multimedia Computer Art – making music	Information Technology – Multimedia - Presentation Skills
Purple (Years 5 & 6)	Digital Literacy ESafety	Information Technology Multimedia – Stop Frame animation	Digital Literacy Technology in our lives.	Computer Science Programming	Computer Science Programming	Information Technology Multimedia – Email



YEAR B-2017-2018, 2019-2020, 2021-2022

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Blue (Early Years)	Digital Literacy Technology in our lives Technology in the environment	Information Technology – multi media Cause and Effect – mark making	Information Technology – multi media Touch Control	Digital Literacy ESafety	Information Technology – multi media IPad	Computer Science Programming
Red (Years 1 & 2)	Information Technology – multi media Key Skills	Information Technology – multimedia Create, organise, store, manipulate and retrieve digital content.	Computer Science Programming	Digital Literacy ESafety	Digital Literacy Technology in our lives.	Computer Science Programming
Green (Years 3 & 4)	Computer Science Programming	Digital Literacy ESafety	Information Technology – Multimedia - Pupils will create different effects with different technology tools.	Information Technology – multimedia Combine a mixture of text, graphics and sound to share learning.	Digital Literacy ESafety	Computer Science Programming
Purple (Years 5 & 6)	Computer Science Programming	Information Technology Become familiar with a range of devices	Computer Science Programming	Digital Literacy ESafety	Information Technology Multimedia – Augmented Reality	Information Technology Multimedia – Design website