

COMPUTING WHOLE SCHOOL OVERVIEW Y1-6

	Autumn	Spring	Summer
Year 1	<p style="text-align: center;"><u>WE ARE TREASURE HUNTERS</u></p> <p>Children will learn how to use programmable toys and input and sequence a set of instructions.</p> <p style="text-align: center;"><u>WE ARE TV CHEFS</u></p> <p>Children will use video recording equipment to film the steps of a recipe.</p>	<p style="text-align: center;"><u>WE ARE PAINTERS</u></p> <p>Children will learn to use drawing and graphic software to illustrate an eBook.</p> <p style="text-align: center;"><u>WE ARE COLLECTORS</u></p> <p>Children will learn how to find and use images from the internet safely.</p>	<p style="text-align: center;"><u>WE ARE STORYTELLERS</u></p> <p>Children will use sound recording equipment to record sounds and voice overs for a talking book.</p> <p style="text-align: center;"><u>WE ARE CELEBRATING</u></p> <p>Children will use a range of graphics software to create a digital card.</p>
Year 2	<p style="text-align: center;"><u>WE ARE ASTRONAUTS</u></p> <p>Children will be introduced to Scratch and will learn how to program simple algorithms.</p> <p style="text-align: center;"><u>WE ARE GAMES TESTERS</u></p> <p>Children will explore how computer games work and predict and test what they expect algorithms to do.</p>	<p style="text-align: center;"><u>WE ARE PHOTOGRAPHERS</u></p> <p>Children will learn to use digital cameras to take high quality photos.</p> <p style="text-align: center;"><u>WE ARE RESEARCHERS</u></p> <p>Children will learn how to use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p style="text-align: center;"><u>WE ARE DETECTIVES</u></p> <p>Children will understand that email is used to communicate and develop their skills in opening, composing and sending emails.</p> <p style="text-align: center;"><u>WE ARE ZOOLOGISTS</u></p> <p>Children will use a range of software to collect and organise data about bugs.</p>
Year3/4 – A	<p style="text-align: center;"><u>WE ARE PROGRAMMERS</u></p> <p>Using Scratch software, children will learn how to programme an animation.</p> <p style="text-align: center;"><u>WE ARE BUG FIXERS</u></p> <p>Children will learn the art of finding and correcting bug in programs.</p>	<p style="text-align: center;"><u>WE ARE PRESENTERS</u></p> <p>Children will learn the art of filming live video, discovering how to frame shots and steady the camera. They will use editing software to produce a final video.</p> <p style="text-align: center;"><u>WE ARE NETWORK ENGINEERS</u></p> <p>Children will explore computer networks, including the internet, including hardware and internet protocol</p>	<p style="text-align: center;"><u>WE ARE COMMUNICATORS</u></p> <p>Children will develop a basic understanding of how email works and learn how to communicate safely on the internet.</p> <p style="text-align: center;"><u>WE ARE OPINION POLLSTERS</u></p> <p>Children will use a range of software to collect and analyse data.</p>
Year 3/4 – B	<p style="text-align: center;"><u>WE ARE SOFTWARE DEVLEOPERS</u></p> <p>Children will learn to develop an educational computer game using selection and repetition.</p> <p style="text-align: center;"><u>WE ARE TOY DESIGNERS</u></p> <p>Children will learn to design and make an on-screen prototype of a computer-controlled toy.</p>	<p style="text-align: center;"><u>WE ARE MUSICIANS</u></p> <p>Children will create and develop a musical composition, refining their ideas through reflection and discussion and use one or more programs to edit music.</p> <p style="text-align: center;"><u>WE ARE HTML EDITORS</u></p> <p>Children will learn how to edit and write HTML.</p>	<p style="text-align: center;"><u>WE ARE CO-AUTHORS</u></p> <p>Children will understand the conventions for collaborative online work, particularly in wikis in order to produce one of their own.</p> <p style="text-align: center;"><u>WE ARE METOROLOGISTS</u></p> <p>Children will learn how computers play an essential role in weather forecasting and will go on to produce their own weather presentation.</p>
Year 5/6 – A	<p style="text-align: center;"><u>WE ARE GAME DEVELOPERS</u></p> <p>Children will be using SCRATCH to design and make an interactive game, with original artwork and sounds.</p> <p style="text-align: center;"><u>WE ARE CRYPTOGRAPHERS</u></p>	<p style="text-align: center;"><u>WE ARE ARTISTS</u></p> <p>Children will develop an appreciation for the links between geometry and art and learn how to fuse these together with graphics packages.</p> <p style="text-align: center;"><u>WE ARE WEB DEVELOPERS</u></p>	<p style="text-align: center;"><u>WE ARE BLOGGERS</u></p> <p>Children will discover how Blogs are used as a medium and genre for writing. They will create a series of blog posts on a given theme.</p> <p style="text-align: center;"><u>WE ARE ARCHITECTS</u></p>

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	<p>Children will learn the importance of codes and encryption. They will learn how to encrypt and decrypt messages and appreciate the need for complex passwords.</p>	<p>Children will create a website and learn the importance of cyber safety.</p>	<p>Using 3D modelling software children will create a virtual space.</p>
<p>Year 5/6 - B</p>	<p style="text-align: center;"><u>WE ARE APP PLANNERS</u></p> <p>Children will learn about the capabilities of smartphones, think of a problem that a smartphone or tablet app could solve, and then pitch the idea for their app.</p> <p style="text-align: center;"><u>WE ARE PROJECT MANAGERS</u></p> <p>Children will work collaboratively to develop a smartphone or tablet app. Pupils apply computational thinking to the task of managing a complex project.</p>	<p style="text-align: center;"><u>WE ARE MARKET RESEARCHERS</u></p> <p>Children will conduct research into the potential market for their app, using an online survey together with interviews or focus groups. They analyse the data and information they obtain and create a presentation summarising their findings.</p> <p style="text-align: center;"><u>WE ARE INTERFACE DESIGNERS</u></p> <p>Children will start to design the look/feel of their app's interface. They begin by sketching ideas, planning the different screen layouts for their app and developing these using a wireframing tool.</p>	<p style="text-align: center;"><u>WE ARE APP DEVELOPERS</u></p> <p>Children will create a working app. They will write down their algorithms, and use a programming toolkit to code them.</p> <p style="text-align: center;"><u>WE ARE MARKETEERS</u></p> <p>Children will work collaboratively to produce marketing materials for the app they have been developing. They will create a poster or flyer, develop a simple website, and shoot a short video.</p>