Computing Curriculum Overview

Watling Park School
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	Digital Literacy	Information Technology	Computer Science	Information Technology	Information Technology	Computer Science
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** *Exploring 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	**IT Around Us** *Identifying IT and how its responsible use improves our world in school and beyond.*	**Digital Photography** *Capturing and change 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.*	**Digital 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 have inputs, processes and outputs, as well as 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 and modifying text, images and page layouts for a specific purpose.*	**Events and Actions** *Writing algorithms and programs that use a range of events to trigger sequences of actions.*
Year 4	**The internet** *Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content.*	**Photo Editing** *Manipulating digital images and reflecting on the impact of the changes and whether the required purpose is fulfilled.*	**Repetition in Shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Data Logging** *Recognising how and why data is collected over time, before using data loggers to carry out an investigation*	**Audio Production** *Capturing and editing audio to produce a podcast, ensuring that copyright is considered.*	**Repetition in Games** *Using a block-based programming language to explore count-controlled and infinite loops when creating a game.*
Year 5	**Search Systems** *Recognising IT systems in the world and how some can enable searching on the internet.*	**Graphics** *Creating images in a drawing program by using layers and groups of objects.*	**Selection in Physical Computing** *Exploring conditions and selection using a programmable microcontroller.*	**Flat-File Databases** *Using a database to order data and create charts to answer questions.*	**Video Production** *Planning, capturing, and editing video to produce a short film.*	**Selection in Quizzes** *Exploring selection in programming to design and code an interactive quiz.*
Year 6	**Communication and Collaboration** *Exploring how data is transferred by working collaboratively online.*	**3D Modelling** *Planning, developing, and evaluation 3D computer models of physical objects.*	**Variables in Games** *Exploring variables when designing and coding a game.*	**Spreadsheets** *Answering questions by using spreadsheets to organise and calculate data.*	**Webpage Creation** *Designing and creating webpages, considering copyright, aesthetics and navigation.*	**Sensing Movement** *Designing and coding a project that captures inputs from physical devices.*

Updated: *Tuesday, December 2024*