

Computing

	Autumn	Spring		Summer		
	Online safety lessons will run throughout the year					
Year 1	Understand and access key learning platforms: Seesaw	Programming 1: Algorithms unplugged	Programming 2: Bee-Bots <i>Options for virtual or physical Bee-Bots</i>	Creating Media: Digital imagery	Data handling: Introduction to data	
Year 2	Word Processing Seesaw	Programming 1: Algorithms & Debugging	Programming 2: MakeCode	Creating Media: Stop motion		
Year 3	Understand and access key learning platforms: Teams, OneNote TT Rock Stars Accelerated Reader Century Online	Word processing: Desktop publishing	Programming 1: Scratch	Data handling: Comparison card databases	Programming 2: Make Code: Loops (Coming soon)	
	Art – using internet to research facts about artists English – researched class story author		Using Toporopa to learn the countries & capital cities of the U.K. English – research their text driver	Geography – Climate – researching climates around the world.		
Year 4	Microsoft Office 365: Website design		Programming 1: Further coding with Scratch	Creating Media: Creating digital images	Programming 2: Computational Thinking	Data handling: Investigating Weather
	Robots Programming – Frensham Heights					
	Homework – Teams		English- Newspaper reports, Word processing (inc using columns) image manipulation in Word (move, resize, crop) internet research Geography – Using Google Earth			

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Year 5	Programming 1: Scratch: Coding music		Computing Systems	Programming 2: Micro:bit	Creating media: Creating animations
	DT – CAD – Paint.net Art – Internet research, reliable information Spanish – recording & uploading videos	Science – Using Excel to create graphs Google Earth – The Americas	Art – Research effectively using keywords English – Powerpoint presentation		Geography – Powerpoint presentation Art – Sketch Up
Year 6	Programming 1: Scratch: Pixels and positions	Exploring AI	Programming 2: Exploring Python		Creating Media: Creating a multimedia project
	History-Local study-Word processing, image manipulation in Word (move, resize, crop etc.), internet research		Geography-Volcanoes-Internet research, PPT Using USGS Earthquake report service		Art-Digital media-Photoshop (no specific programme) Paint.net

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Online safety is taught throughout the computing curriculum as well as part of Personal Development						
Copyright and Ownership; Managing Online Information; Online Bullying; Online Relationships; Online Reputation; Privacy and Security; Self Image and Identity						
1	What personal information is	Trusted adults and asking for help	Being kind online	What to do if something online worries me	Understanding that not everything online is real	
2	Keeping personal information private	Online friendships and strangers	Using technology respectfully	Understanding feelings when using technology	Reporting worries to a trusted adult	
3	Cyberbullying Password Security	Use a search engine accurately	Safe searching	Managing emotions online	Recognising online advertising	Positive online communities
4	Cyberbullying and respectful communication	Creating a safe online profile	Email safety	Plagiarism and ownership	Understanding online reputation	Being a responsible digital citizen
5	Strong passwords and account security	Reliability of online information	Spam and phishing emails	Citing sources	Edited and misleading images	Balancing screen time and wellbeing
6	Managing personal information	Bias and reliability online	Stereotypes in media	Online relationships	Secure websites and privacy settings	Applying online safety knowledge independently