

Freemantle C E Community Academy Computing Curriculum (2022-23)



Annual Overview- Curriculum Plan

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Nursery	Marvellous Me- Pupils to take a 'selfie' on an iPad to look at features of their face and hair/eye colour etc.	Let's Celebrate- adults to model using the laptop and Ipad to find out more about different celebrations	Once upon a Fairy Tale- Use the bee bots to travel to different fairy tale characters	Adventurous Explorers (people who help us)- Look at technology and uses that people use in different jobs e.g. a computer, telephone. Explore these within role play	Amazing animals- adults to model how to use the iPad to find out more about different animals.	The Great Outdoors- use the iPad camera to take pictures of different living things in the garden.
Cont-Provision in Nursery	Children can explore a range of simple ICT resources within their play: Home corner- washing machine, cooker, toy mobile phone, telephone, Shop- till, scales Cooking/making play dough with an adult using the microwave CD player- stop and start music Exploring programming the Beebots Scanning in/out books in the school library Using the iPads to record singing etc. Using camera/iPad to take photos of friends/things of interest Exploring cause and effect toys e.g. pop up caterpillar game					
Reception	<i>Magical Me- Technology- something that has been made with a specific purpose to help other people. What do we use in school? What about home?</i>	<i>All that glitters- Engage in class interactive whiteboard games</i> Making marks and clicking to select colours (we did this in spring)	<i>Once upon a time- To use technology for the purpose of taking pictures. Once upon a time- Staying safe and healthy using technology e.g. 'sensible screen time,' staying safe online</i>	<i>Ticket to Ride- Play-based (unplugged) technology roleplay.</i>	<i>Our Wonderful World- Write name on computer/laptop/ipad (teacher will have selected Sassoon font in set up)</i>	<i>Pirate Adventure- Write caption on computer/laptop/ipad</i> <i>Pirate Adventure- Experiment with Beebot</i>
Continuous provision in Reception	Continuous Provision: Home corner- washing machine, cooker, Role Play- telephone, Shop- till, computer for ticket office Cooking- hob, soup maker (autumn-pumpkin soup), oven (spring- gingerbread men) Exploring programming the beebots (summer- journey for pirates) Scanning in/out books in the school library Using the iPads to take pictures. Paint open on teachers IWB to make and select colours etc.					

Key Stage 1 – Computing Curriculum

Year 1	Computing Systems and Networks- Technology all around us- Becoming familiar with different components of a computer and developing their skills.	Creating Media- Digital painting Exploration of the world of digital art using a range of creative tools.	Programming A- Moving a robot Exploring using commands and predicting outcomes. Introduced to early stages of program design.	Data and Information- Grouping data	Creating media- Digital writing	Programming B- Programming Animation
Year 2- modified	Computing Systems and Networks- IT all around us Uses of technology in our lives and its benefit to society.	Creating Media- Digital photography Using devices to take photographs and experience editing and improving photos. Begin to recognise that images they see might not be real	Creating media- Digital music Use a range of techniques to create different types of digital music.	Data and Information- Pictograms Collecting data and presenting it using pictograms and block diagrams. Use the data to answer questions.	Programming A- Robot algorithms Instructions in sequences and using logic to predict outcomes. Develop artwork and test it for use in a program.	Programming B- Programming Quizzes

Key Stage 2 Computing Curriculum

Year 3- modified	Creating media- Desktop publishing	Creating Media- Stop frame animation Use a range of techniques to create a stop-frame animation.	Computing Systems and Networks- Connecting computers Develop their understanding of digital devices with an initial focus on inputs, processes and outputs.	Computers Programming A- Sequencing sounds Explore the concept of sequencing in programming and creating their own	Data and Information- Branching databases Creating physical and online branching data bases using yes/no questions.	Programming B- Events and actions in programs
Year 4	Computing Systems and Networks- The Internet Explore the WWW and learn about who owns content and what that can access, add and create.	Creating Media- Audio productions Explore associated hardware. Consider ownership of digital content. Use software to create a podcast.	Programming A- Repetition in shapes Repetition and looping within programming. Create their own programs using programming language.	Data and Information- Data logging	Creating media- Photo Editing Considering how digital images can be changed and edited and how they can be resaved and reused. They will also evaluate the effectiveness of their choices.	Programming B- repetition in games

Year 5	Computing Systems and Networks- Systems and searching Learning about how data is transferred. Participate in a collaborative online project with other classmates.	Creating Media- Video production Use a range of techniques to create a video-based production. Add media and text to tell a story.	Programming A- Selection in physical computing	Data and Information- Flat file database Using databases in order to answer questions about data.	Creating media- Introduction to vector graphics	Programming B- selection in games
Year 6	Computing Systems and Networks- Communication and collaboration	Creating Media- Web page creation	Programming A- Variables in games Learn what variables are and relate them to real life. Use variables to create the simulation of a scoreboard. Use knowledge to improve their games.	Data and Information- Introduction to spreadsheets They will be supported in how to organise data and use the tools of the software to make it easier for the user.	Creating media- 3-d modelling	Programming B- Sensing movement