

Pineham Barns Computing Curriculum

Year Group	Autumn Term Digital Literacy	Spring Term Information Technology	Summer Term Computer Science	End of Key Stage Expectations
Reception	<ol style="list-style-type: none"> 1. What are computers? 2. Other ways of finding information 3. Exploring inputs 1 4. Exploring inputs 2 5. Exploring outputs 6. Online Safety 	Use of different devices: <i>Computers, I Pads, Cameras, interactive whiteboards, media player (CD, DVD, video, cassette, vinyl), phones, tablets</i>	Algorithms introduction – instructions Sandwich bot game iPad apps – Cargobot/Lightbot – programming/beebot	
Year One	Online Safety SWGFL Digital Literacy <ol style="list-style-type: none"> 1. Going places safely 2. ABE searching 3. Keep it private 4. My creative work 5. Sending Email 	Logging in, accessing/creating folders Basics of word/PowerPoint Accessing internet	Floor robots - programming	By the end of KS1 I can: <ul style="list-style-type: none"> ▪ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ▪ create and debug simple programs ▪ use logical reasoning to predict the behaviour of simple programs
Year Two	Online Safety SWGFL Digital Literacy: <ol style="list-style-type: none"> 1. staying safe online 2. following the digital trail 3. screen the mean out 4. using keywords 5. sites I like 	Word/PowerPoint Different fonts/colours/size Text position Copy – paste (text + images) Transitions/presenting back	Scratch Jr – programming, iPad app https://www.scratchjr.org/teach/activities	<ul style="list-style-type: none"> ▪ use technology purposefully to create, organise, store, manipulate and retrieve digital content ▪ recognise common uses of information technology beyond school ▪ use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
Year Three	Online Safety SWGFL Digital Literacy: <ol style="list-style-type: none"> 1. powerful passwords 2. my online community 3. things for sale 4. show respect online 5. writing good emails 	Blogs: <i>Wordpress</i> Excel	Webpage creation and design: <i>Weebly</i> Muse/Edge tools?	By the end of KS2 I can: <ul style="list-style-type: none"> ▪ design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ▪ use sequence, selection, and repetition in programs; work with variables and various forms of input and output ▪ use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs ▪ understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration
Year Four	Online Safety SWGFL Digital Literacy: <ol style="list-style-type: none"> 1. rings of responsibility 2. private and personal information 3. the power of words 4. the key to keywords 5. whose is it, anyway? 	3D modelling: Sketch-up Stop/start animation <i>I can animate</i>	App creation: <i>Appshed</i> Flash builder?	<ul style="list-style-type: none"> ▪ use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
Year Five	Online Safety SWGFL Digital Literacy: <ol style="list-style-type: none"> 1. strong passwords 2. digital citizenship pledge 3. you’ve won a prize! 4. how to cite a site 5. perfect picture 	Photo editing: <i>Photoshop</i> Audio editing: <i>Audacity</i>	Game creation: <i>Kodu</i>	<ul style="list-style-type: none"> ▪ 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 presenting data and information
Year Six	Online Safety SWGFL Digital Literacy: <ol style="list-style-type: none"> 1. talking safely online 2. super digital citizen 3. privacy rules 4. what’s cyberbullying? 5. selling stereotypes 	Video editing: <i>Premiere Pro CC</i>	iPad coding: <i>Codea</i> <i>Hopscotch for games</i>	<ul style="list-style-type: none"> ▪ use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

