Corpus Christi Catholic Primary School
Computing Overview

Year A		Theme 1	Theme 2	Theme3	Theme 4	Theme 5	Theme 6
EY	Theme	Introduction to information technology	Introduction to creating media	Introduction to programming	Explore the internet and internet safety	Explore software to create media	Explore programming hardware
		Early Years will explore these themes throughout the year at different stages through cross curricular activities and possible learning opportunities.					
	Key Concept	To experience the use of everyday devices found in and outside of school such as iPads, Keyboards, Mice and Laptops.	To experience the use of everyday media capturing devices found in and outside of school such as digital cameras and iPads.	To experience and explore devices and games that teach control, directional language and programming.	To experience the use of the internet and age appropriate educational games on the internet.	To use software related to digital creation (Paint)	To create and follow an algorithm on bee bot using paired programming.
Yr1 /2	Theme	Computing systems and networks – Technology around us Teachcomputing.org (Year 1)	Creating media – Digital painting Teachcomputing.org (Year 1)	Programming A – Moving a robot Teachcomputing.org (Year 1)	Data and information – Grouping data Teachcomputing.org (Year 1)	Creating media – Digital writing Teachcomputing.org (Year 1)	Programming B – Introduction to animation Teachcomputing.org (Year 1)
	Key Concept	To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use the keyboard to edit text To create rules for using technology responsibly	To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture To explain why I chose the tools I used To use a computer on my own to paint a picture	To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program	Label objects. Ide To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects	Use a computer to write. Add and remove text on a computer. Alter text on a computer.	Choose a command for a given purpose. Identify the effect of a changing value. Design the parts of a project and use an algorithm to create a program.

Year B		Theme 1	Theme 2	Theme3	Theme 4	Theme 5	Theme 6
EY	Theme	Introduction to information technology	Introduction to creating media	Introduction to programming	Explore the internet and internet safety	Explore software to create media	Explore programming hardware
		Early Years will explore these themes throughout the year at different stages through cross curricular activities and possible learning opportunities.					
	Key Concept	To experience the use of everyday devices found in and outside of school such as iPads, Keyboards, Mice and Laptops.	To experience the use of everyday media capturing devices found in and outside of school such as digital cameras and iPads.	To experience and explore devices and games that teach control, directional language and programming.	To experience the use of the internet and age appropriate educational games on the internet.	To use software related to digital creation (Paint)	To create and follow an algorithm on bee bot using paired programming.
Yr1 /2	Theme	Computing systems and networks – IT around us Teachcomputing.org (Year 2)	Creating Media – Digital Photography Teachcomputing.org (Year 2)	Programming A – Robot algorithms Teachcomputing.org (Year 2)	Data and information - Pictograms Teachcomputing.org (Year 2)	Creating media – Making music Teachcomputing.org (Year 2)	Programming B – An introduction to quizzes Teachcomputing.org (Year 2)
	Key Concept	Recognise the uses and features of information technology and how to use it safely	To use a digital device to take a photograph and use suitable tools to edit and improve a photgraph.	To describe, design, debug and run a successful algorithm.	Record and represent data using different software and methods such as Pictograms.	Create music for a purpose.	To describe, design, debug and run a successful algorithm and program.

Year A		Theme 1	Theme 2	Theme3	Theme 4	Theme 5	Theme 6
Yrs 3/4	Theme	Computing systems and networks – connecting computers Teachcomputing.org (Year 3)	Creating media – Animation Teachcomputing.org (Year 3)	Programming A- Sequence in music Teachcomputing.org (Year 3)	Data and information – Branching databases Teachcomputing.org (Year 3)	Creating media- Desktop publishing Teachcomputing.org (Year 3)	Programming B – Events and actions. Teachcomputing.org (Year 3)
	Key Concept	Explore how digital devices can be connected and used to share information.	Explain what an animation is. Plan, run and review an animation	Explore a new programming environment. Identify commands that have an outcome. Create a project from a task description	Create questions with simple answers and create a branching database	Recognize how text and images convey information. Identify and explore appropriate settings.	To describe, design, debug and run a successful algorithm and maze-based challenge.
Yrs 5/6	Theme	Computing systems and networks – sharing information Teachcomputing.org (Year 5)	Creating media- Video editing Teachcomputing.org (Year 5)	Programming A- Selection in physical computing Teachcomputing.org (Year 5)	Data and information – Flat-file database Teachcomputing.org (Year 5)	Creating media – Vector drawing Teachcomputing.org (Year 5)	Programming B – selection in quizzes Teachcomputing.org (Year 5)
	Key Concept	To explain that computers can be connected together to form systems. Recognize how information is transferred to the internet. Contribute to a shared project online.	Explain what makes a video effective. Identify digital devices that can record video. Create a storyboard, record and edit a project	Control a simple circuit connected to a computer. Write a program with controlled loops. Design and create a program that controls a physical computing project.	Use a form to record information. Compare paper and computer based databases. Apply knowledge of a database to ask and answer real-world questions.	Identify that drawing tools can be used to produce different outcomes . Use tools to achieve a desired effect. Design, draw and review a vector drawing.	To explain how selection is used in computer programs. Explain how selection directs the flow of a program. Create, design and review a program which uses selection.

Year B		Theme 1	Theme 2	Theme3	Theme 4	Theme 5	Theme 6
Yr s3 /4	Theme	Computing systems and networks – The internet Teachcomputing.org (Year 4)	Creating media – audio editing Teachcomputing.org (Year 4)	Programming A – Repitition in shapes Teachcomputing.org (Year 4)	Data and information – Data logging Teachcomputing.org (Year 4)	Creating media – Photo editing Teachcomputing.org (Year 4)	Programming B – Repetition in games Teachcomputing.org (Year 4)
	Key Concept	Understand how the internet works and how to use it safely	Know that sound can be recorded using digital devices. Understand that sounds are saved as a file and they can be edited using software	Create a program in a text based language, modify a count controlled loop and create a program that uses count controlled loops to produce a given outcome.	Understand that data can be gathered over time and can be used to answer questions. Use digital devices to collect data automatically. Use collected data to answer questions	Understand digital photos can be changed. Change the composition of an image, describe how images can be changed for different uses.	To develop the use of count-controlled loops in a different programming environment. To design a project that includes repetition
Yr 5/ 6	Theme	Computing systems and networks – Communication Teachcomputing.org (Year 6)	Creating media – web page creation Teachcomputing.org (Year 6)	Programming A – Variables in games Teachcomputing.org (Year 6)	Data and information- spreadsheets Teachcomputing.org (Year 6)	Creting media – 3D modelling Teachcomputing.org (Year 6)	Programming B – Sensing Teachcomputing.org (Year 6)
	Key Concept	How to use a search engine, explain how search results are ranked. Recognise how we communicate using technology	Plan features of a web page. Understand copyright outline the need for a navigation path	Define a variable a something that is changeable. Explain why we use variables. Design, create and evaluate my project.	Identify questions that can be answered using data.	Use a computer to create and manipulate 3D digital objects.	Create a program to run a controllable device