

Swindon Village Primary School





Computing Curriculum

	Swindon Village Primary School Computing Overview						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
EYFS	What is technology?		Selecting & identifying technology		Explorers - Coding with Beebots and Code-a-pillar		
Year 1	Online Safety	Computing Skills Word Processing	Coding - Beebot	s / Code-a-Pillar	Computing Skills Presenting Information	Creation Stop Motion Animation	
Year 2	Online Safety	Computing Skills Presentations	Coding - S	Scratch Jr	Computing Skills Online Research	Creation Video Diary	
Year 3	Online Safety	Computing Skills Word Processing	Coding - How 1	to Use Scratch	Computing Skills Book Creator	Creation Comic Creation	
Year 4	Online Safety	Computing Skills Organisation	Coding - Advo	inced Scratch	Computing Skills Presenting Information	Creation Stop Motion Animation	
Year 5	Online Safety	Computing Skills Internet Surfing	Coding - Swif	t Playgrounds	Computing Skills Data Handling	Robotics	
Year 6	Online Safety	Computing Skills Internet Surfing	Robotics Coo	ling - Sphero	Crea Movie		

	Year 1						
	Autumn 1	Autumn 2	Spring 1 Spring 2	Summer 1	Summer 2		
Overview Year 1	Online Safety	Computing Skills Word Processing	Coding	Creation Presenting Information	Creation Stop Motion animation		
Suggested content and progression	Pupils will discuss and identify some dangers of the internet. They will define what cyberbullying is and how they can overcome/block it. Know what cyberbullying is. Know how to act online. Understand the signs of a trustworthy website. Know how to block out online bullying. <u>Possible outcome</u> : as a class, create a video that helps others stay safe online.	Pupils will explore and improve fluency in word processing. They will also be able to move the cursor to a desired location. Know how to type your name using capital letters. Know how to type the alphabet. Know how to use the space bar, return key, back space. Know how to save a document. Possible outcome: Type a sentence on your topic and save.	 Pupils will be able to develop and explore a range of coding skills. Using beebots, they will navigate these devices in a variety of contexts. Understand what algorithms are. Know where some algorithms are used in our lives. Explore the possible actions of Beebots. Create algorithms for a specific outcome. Possible outcomes: Create instructions on how to follow a path with a Beebot. Fill in the algorithm to guide a Code-a-pillar to the star (worksheet challenge) 	Pupils will apply their understanding of word processing to create a sentence on word. They will deepen their knowledge by using a capital letter and a full stop. Explore the keyboard. Write words in upper case and lower case. Introduce the full stop. Draft short sentences on a specific subject. Write a sentence on word document. Possible outcome: Publish a piece of work.	Pupils will photograph characters to create a movie.Plan a short movie scene.Use small movements to create smooth animation.Add a title using capital letters appropriatelyPossible outcome: Use physical characters to make a short movie		
Key vocabulary	Cyberbullying, trustworthy, website, report, block, tell, dangers and positives.	keys, letters, space bar, back space, return.	Beebot, algorithm, instructions, navigate, steps, coding, debug, turn.	Shift, upper case, lower case, full stop, symbol, type, key, document.	Photo, movie, animation, stop motion.		
Required resources	iPads, ChildNet, iLearn2	iPads, iLearn2	iPads, iLearn2, Barefoot Computing, Beebots, Mazes, Beebot app, Code-a-pillar app.	iPads, iLearn2	Ipads, Lego Movie Creator app, Lego/toys/modelling clay.		

Year 2						
	Autumn 1	Autumn 2	Spring 1 Spring 2	Summer 1	Summer 2	
Overview Year 2	Online Safety	Computing Skills Presentations	Coding	Computing Skills Online Research	Creation Video Diary	
Suggested content and progression	Pupils to discuss and develop their understanding of how we are online citizens. They will help others to understand the dangers of the internet and how we can conduct ourselves whilst on it. Know what the internet is. Understand some advantages and disadvantages of the internet. Know what the term cyberbullying means Understand how to safe online. Possible outcome: in groups, create a poster and speech regarding safety	 Pupils to develop skills in using technology to present information. Understand the purpose of a presentation. Type and create slides for a presentation. Know how to change text size, font and font colour. Possible outcome: Create and present presentation on your topic. 	 Pupils will discuss and understand what debugging is and how it affects codes. Identify an algorithm and know what debugging is. Debug algorithms in real life situations - using written or verbal instructions. Debug a range of online algorithms. Predict the outcome of different algorithms. Learn to create code using blocks in ScratchJr (movement, change size, turn, green flag) Possible outcome: Rearrange instructions into correct algorithm. 	Pupils become further aware of the ability to source information on the internet and consider the safety and reliability aspects of this. Understand the terminology associated with searching Gain a better understanding of searching online Refine searches for reliability of information Understand the concept of digital footprint Possible outcome: in class, debate the best source of information – books or the web?	Pupils discuss how to present information. They will understand the benefits of formal/informal presentation. Categorise which ways of online presenting are formal/informal Discuss possible career pathways Discuss the drawbacks of online presenting (compare to podcasting) Possible outcome: create a week of video diaries for school blog/twitter. Present Sports Day/ class story/school event formally or informally.	
Key vocabulary	online. Cyberbullying, trustworthy, website, report, block, tell, dangers, respect and positives.	Presentation, slides, transition, text, font, size, software, program.	Algorithm, coding, debugging, decompose, troubleshoot, online, unplugged.	Internet, World Wide Web, surfing, reliability, refine, advanced search, search engines, sources, website	Formal, informal, presenting, video, benefits, audio, visual, identity, diary, YouTube, appropriate.	
Required resources	iPads, childNet, thinkuknow, iLearn2.	iPads	ScratchJr, Code-a- Pillar, Beebot app, iPads, barefoot computing, iLearn2	iPads, iLearn2	iPads, headphones	

Year 3							
	Autumn 1	Autumn 2	Spring 1 Spring 2	Summer 1	Summer 2		
Overview Year 3	Online Safety	Computing Skills Word Processing	Coding	Computing Skills Book creator	Creation Comic Creation		
Suggested content and progression	Pupils will recognise how they are responsible for their actions online as much as they are face- to-face. They will learn the importance of passwords and the growing relevance of social media. Understand how to be respectful online and about your online identity. Know the importance of creating powerful passwords. Understand what cyberbullying is, how to prevent it and what to do if it occurs. Know what social media is and the advantages and disadvantages. <u>Possible outcome:</u> create a video for thinkuknow for a specific aspect of this term's online safety.	Pupils will apply prior skills to creating content with a specific program. Revise the functions of changing fonts (choosing a design to fit the task). Implementing visuals - Borders, Word Art and images from the internet. Saving and opening documents from specific files. <u>Possible</u> outcome: create a Christmas card.	Pupils will examine a variety of coding skills that get more complex. They will apply these to a specific context. Debug programs to ensure they accomplish specific goals Debug algorithms Write programs that accomplish specific goals Solve problems by deconstructing them into smaller parts Use Scratch to code movement, sound, clicking control and backdrop changes. <u>Possible outcome:</u> Code a Scratch story with backdrops, sprites, animations and sounds.	 Pupils learn to create and edit content on a range of software. Type and edit text using appropriate size, colour and font style. Add pictures and other media e.g. voice recording. Learn to adjust transitions between pages. Possible outcome Create a non fiction book related to geographical study 	Pupils will understand how technology can be used Discussion into why technology may create a quality comic. Creating backgrounds - add, resize and organise. Add characters. Create narrations, thoughts and dialogue using bubbles. <u>Possible outcome:</u> Create your own comic strip.		
Key vocabulary	Cyberbullying, trustworthy, website, report, block, tell, dangers, respect, social media, password, cyber footprint, reputation, positives.	Key, layout, border, word art, type, space bar, enter, file, open, save as, cursor, images.	Algorithm, coding, debugging, decompose, troubleshoot, online, unplugged, systems, physical.	Size, font, bold, media, transition, edit, voice recording	Layout, links, webpage, drop downs, sections, information, hyperlinks, software, web address, edit, evaluate.		
Required resources	iPads, thinkuknow, childnet.	iPads, iLearn2	iPads, iLearn2, Scratch	iPads, iLearn2	iPads, Comic Life		

Year 4							
	Autumn 1	Autumn 2	Spring 1 Spring 2	Summer 1	Summer 2		
Overview Year 4	Online Safety	Computing Skills Organisation	Coding	Computing Skills Presenting Information	Creation Animation		
Suggested content and progression	 Pupils will recognise how they are responsible for their actions online. They will learn the importance of passwords and the growing relevance of social media. To understand the different ways people communicate on the internet. To understand how the internet can affect our self- esteem. To know the laws surrounding social media. Know how to report cyber bullying. <u>Possible outcome:</u> create an advertisement for an SVPS online safety campaign to be put on the school website. 	 Pupil will identify how technology can be used to organise information and documents. Know how to turn on, log in and open programmes on a laptop. Know how to save, find and open documents. Know how to save, find and open documents. Know how to navigate through File Explorer and create folders. Save work in specific areas using traceable, appropriate file names. Possible outcome: create a week by week log of what you have been doing in school which is saved in specific weekly folders. 	 Pupils will create a code that will complete a desired outcome. They will plan and create the algorithms needed for the outcome. Code sprites to react to the clicker and other sprites. Be able to change controls by editing numbers in blocks. Be able to code an interactive animation using video sensing. Use Scratch to code variables to create a scoreboard. Debug programs to ensure they accomplish their goals Possible outcome: Code an interactive game in Scratch. 	Pupils will develop an understanding of how to make presenting information more engaging. Familiarise with features of presentations. Implement transitions from slide to slide. Use animations so that specific information appears simultaneously. Possible outcome: create a presentation to showcase your learning in topic.	Pupils will use technology for creative purposes. They will understand how technology has multiple uses. Identify the various way animation is done. Duplicating slides Transitions with times Animate individual elements Create short gifs with pixel animation <u>Possible</u> outcome: create an animation of a scene from your class reader.		
Key vocabulary	Cyberbullying, trustworthy, website, report, block, tell, dangers, respect, social media, password, cyber footprint, reputation, positives.	File explorer, file, save, open, organise, retrieve, information, documents.	Algorithm, coding, debugging, decompose, troubleshoot, online, unplugged, systems, physical, program, output, input.	Presentation, slides, transition, fade, speed, text, font, size, animations, software, program, cursor select.	Presentation, slides, transition, fade, duplicate, speed, text, object, size, animations, program, loop, movement.		
Required resources	iPads, thinkuknow, Google interland, iLearn2.	Laptops	iPads, iLearn2, Scratch	Laptops	Laptops, iLearn2		

Year 5							
	Autumn 1	Autumn 2	Spring 1 Spring 2	Summer 1	Summer 2		
.	Online Safety	Computing Skills Internet Surfing	Coding	Computing Skills Data Handling	Robotic Coding		
Overview Year 5		e		хI			
	Pupils will understand	Pupils will	Pupils will examine	Pupils will	Pupils will code		
	how with independence	recognise how to	a variety of	understand how	Sphero to		
	comes danger and	use the internet	different types of	different	complete a range		
	responsibilities.	to use technology	coding skills that	formula create	of tasks.		
		in different	develop in	a range of			
	Revise the term	areas of the	complexity. different		Learn to make		
	Cyberbullying.	curriculum.		functions.	Sphero move in a		
		T 1 1 1 C	Write a program		variety of ways.		
	Understand how identify,	Identify areas	that accomplishes a	Understand the	Carla Calcana ta		
	self-image and photos may not be true.	where the internet is useful.	specific goal.	features of	Code Sphero to		
	not be true.	internet is use ui.	Debug programs to	excel.	turn.		
	To be aware of the	Discuss the	complete a specific	Understand	Code Sphero to		
	dangers of sharing	reliability of	outcome.	formula.	change colour.		
Suggested	information, strangers	information.	ourcome.	joi maia.	chunge colour.		
content and	and communicating online.	information.	Learn to code simple	Develop use of	Make Sphero		
progression	and communicating on the	Understand the	instructions on	formula for	move through a		
p g	Understand how to report	terms: plagiarism	Swift Playgrounds.	desired	channel.		
	inappropriate messages	and copyrighting.		outcome.			
	from online sources.	17 5 5	Understand how		Take Sphero		
		Use the internet	code is written using	Use formula for	through a maze.		
	Digital footprint – how	for product	script rather than	own outcome.	-		
	what we do now can	research.	blocks.		Possible outcome:		
	affect us in the future.			Know how to	Guide Sphero		
		Possible outcome:	Possible outcome:	create a simple	through an		
	Know how to protect	Create a	Complete Tutorials	graph.	assault course		
	yourself when gaming.	moodboard of	on Swift				
		previous products	Playgrounds	Possible	Compete in		
	Possible outcome:	for D and T.		outcome:	Sphero Olympics		
	Design a presentation about how to be			Create a table			
	responsible online.			that can count			
	Cyberbullying,	Internet, World	Algorithm, coding,	house points. Cell, formula,	Scene,		
	trustworthy, website,	Wide Web,	debugging,	output, outcome,	background,		
	report, block, tell,	surfing, reliability,	decompose,	Excel, program,	algorithm, debug,		
	dangers, respect, social	refine, advanced	troubleshoot, online,	column, row,	program, game,		
Key	media, password, cyber	search, search	unplugged, systems,	data, table.	character, game,		
vocabulary	footprint, reputation,	engines, sources,	physical, program,	· · · · · · · · · · · · · · · · · · ·	environment, goal.		
	positives.	website, digital	output, input.				
		manipulation,					
		product.	Swift Playgrounds				
Required	Thinkuknow, laptop,						
resources	iLearn2	Laptops	iPads	Laptops, iLearn2	iPads, Sphero		

		Year	6	
	Autumn 1	Autumn 2	Spring 1 Spring 2	Summer 1 Summer 2
Overview Year 6	Online Safety	Computing Skills Internet Surfing	Robotic Coding	Creation Movie making
	Pupils will recognise the	Pupils will deepen their	Punila will code Enhance	Pupils will create a movie
	importance of how they conduct themselves online.	understanding of the validity of the internet and sourcing	Pupils will code Sphero to complete a range of tasks.	using a range of features from iMovie app
	Understand the importance of culture that promotes	information from a range of places.	Learn to make Sphero move in a variety of ways	Learn to insert photos and movie clips into a movie.
	reporting of cyber bullying. Discuss and understand why photos are sometimes	Comparing books to the internet.	Code Sphero to turn Code Sphero to change	Learn to edit photos using cropping, duplicate, filter and timing tools.
Suggested	manipulated digitally. To know the dangers of communicating with	Understand the benefits of using a range of sources.	colour Make Sphero move	Add text to relevant parts of the movie.
content and progression	strangers online. Understand the term digital	Create a timeline relating to your topic.	through a channel Take Sphero through a	Add trailers to movie.
	footprints and how it can impact your life.	Create hyperlinks on your presentation.	maze <u>Possible outcome:</u>	Learn to add music to movie (including own music from garage band).
	To discuss and understand the advantages and disadvantages of mobile phones.	<u>Possible</u> <u>outcome:</u> create a timeline for	Guide Sphero through an assault course Compete in Sphero	Learn to edit music using fade and cropping tools.
	<u>Possible outcome:</u> create a presentation that will help others stay safe on the internet.	the various significant events in your topic.	Olympics	Possible outcome: Create own movie using photos and videos to represent a retrospective of their time in SVPS
Key vocabulary	Cyberbullying, trustworthy, website, report, respect, social media, password, cyber footprint, reputation, positives, appropriate, PEGI	Internet, surfing, reliability, refine, advanced search, search engines, sources, website, digital manipulation.	Algorithm, instructions transition, fade, duplicate, speed, text, object, size, animations, program, loop, movement.	Movie, edit, crop, fade, media, filter, duplicate, trailer
Required resources	iPads, laptops	iPads, laptops	Laptop <i>s</i>	iPads