



Curriculum Overview - Computing
Sara Dunn/Charlotte Potter

	Discover	Explore Spring Term - Geography Focus	Belong												
N	<p>All about me I use technology appropriately through role-play. I can make a Bee-bot or similar move. Key words:</p> <table border="1"> <tr> <td>Personal, Social and Emotional Development</td><td>Physical Development</td></tr> <tr> <td>remember the rules without an adult reminding them.</td><td>Match their developing physical skills to a task or activity in their setting</td></tr> </table> <p>Computer Instructions iPad Technology Photo. Links to expectations for 3 to 4 year olds</p> <p>Early learning goal Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.</p>	Personal, Social and Emotional Development	Physical Development	remember the rules without an adult reminding them.	Match their developing physical skills to a task or activity in their setting	<p>Handa's Surprise I can recognise some technology that is used at home or school. With support I can programme a Bee-bot (or similar) to make it move for a particular purpose. I can speak to an adult about what I have seen.</p> <table border="1"> <tr> <td>Personal, Social and Emotional Development</td><td>Physical Development</td></tr> <tr> <td>remember the rules without an adult reminding them.</td><td>Match their developing physical skills to a task or activity in their setting</td></tr> </table> <p>I can say if something I find on the internet makes me feel bad.</p> <p>Links to expectations for 3 to 4 year olds</p> <p>Early learning goal Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.</p>	Personal, Social and Emotional Development	Physical Development	remember the rules without an adult reminding them.	Match their developing physical skills to a task or activity in their setting	<p>Am I ready for school? I can name and use an iPad with developing control. I can say what will happen (or predict) when I press /swipe on a game using the iPad /whiteboard. I can recognise some technology that is used in places such as home and school.</p> <table border="1"> <tr> <td>Personal, Social and Emotional Development</td><td>Physical Development</td></tr> <tr> <td>remember the rules without an adult reminding them.</td><td>Match their developing physical skills to a task or activity in their setting</td></tr> </table> <p>I use technology appropriately through role play.</p> <p>Links to expectations for 3 to 4 year olds</p> <p>Early learning goal Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.</p>	Personal, Social and Emotional Development	Physical Development	remember the rules without an adult reminding them.	Match their developing physical skills to a task or activity in their setting
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R	<p>Farm to food I use a range of control toys and devices. I understand that goals can be achieved by following a sequence of steps. I can make predictions about what a programme will do /do next. I can name some uses of IT beyond school e.g audio books, listening to music, watching films, creating paintings, send messages. Keywords Design Internet Login Online Patterns Password Programme /programming Sequence Links to EYFS curriculum</p> <table border="1" data-bbox="101 763 804 1175"> <thead> <tr> <th data-bbox="101 763 444 842">Personal, Social and Emotional Development</th><th data-bbox="444 763 804 842">Physical Development</th></tr> </thead> <tbody> <tr> <td data-bbox="101 842 444 1175"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'. </td><td data-bbox="444 842 804 1175"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. </td></tr> </tbody> </table> <p>Early learning goal Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.</p>	Personal, Social and Emotional Development	Physical Development	Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.	<p>African Adventure I can follow symbol sequence algorithms (PE Cards, jump, step etc) can programme a Bee-bot or similar, one instruction at a time and clear it at the end. I can recognise that there is a problem and say what problem is (plugged or unplugged activities). I can select and use technology for a particular purpose. I can access and use simple activities using touch technology with increasing control. Links to EYFS curriculum</p> <table border="1" data-bbox="804 541 1507 1017"> <thead> <tr> <th data-bbox="804 541 1147 620">Personal, Social and Emotional Development</th><th data-bbox="1147 541 1507 620">Physical Development</th></tr> </thead> <tbody> <tr> <td data-bbox="804 620 1147 1017"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'. </td><td data-bbox="1147 620 1507 1017"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. </td></tr> </tbody> </table> <p>Early learning goal Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.</p>	Personal, Social and Emotional Development	Physical Development	Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.	<p>What make you special? I can select and use technology for a particular purpose. I can name a keyboard and mouse and use with developing control. I can use a digital device to create and store content e.g. taking a photo. I know that I need to stay safe when using technology. I know that some information should be kept private. I know what to do if I see things that upset me online at school. Links to EYFS curriculum</p> <table border="1" data-bbox="1507 541 2216 985"> <thead> <tr> <th data-bbox="1507 541 1873 652">Personal, Social and Emotional Development</th><th data-bbox="1873 541 2216 652">Physical Development</th></tr> </thead> <tbody> <tr> <td data-bbox="1507 652 1873 985"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'. </td><td data-bbox="1873 652 2216 985"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. </td></tr> </tbody> </table> <p>Early learning goal Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.</p>	Personal, Social and Emotional Development	Physical Development	Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
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Y 1	The Great Fire of London			Posting and Places			To the rescue		
	Curriculum links	Resources	Ideas	Curriculum links	Resources	Ideas	Curriculum links	Resources	Ideas
	I am learning to: - understand using computer software to draw and create. NC - To use technology purposefully to create and manipulate digital content.	iPad Laptop Partners.	Put a picture of Lieve Verschuer's Great Fire of London painting on the IWB. Challenge the children to create their own version of the painting using Paint software.	I am learning to: - understand that websites are stored on computers all over the world - open, save and edit NC - Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Me and my home completed. Me and my home template. Laptops. Partners	Explore the me and my home sheet send from the Inuit friend. This lesson is aimed at adding the missing words into the text and 4 images showing what it looks like in the U.K.	I am learning to: - Understand what an algorithm is. -Follow instructions and See how specific instructions need to be. NC - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instruction.	Algorithm AI song https://www.youtube.com/watch?v=cvk5vIgZAw	Explore Barefoot Computing planning for Crazy Character Algorithms.
	I am learning to: -Log on. Moving and clicking a mouse. Using a keyboard to enter and edit text. N.C - To use technology purposefully to create and manipulate digital content.	Laptops Partner work.	Model to the children how to open Microsoft Word. Ask the children to type their name. Children to use the program to create a simple story about The Great Fire of London. Support group to use a word mat to support them in	I am learning to: - find maps online - move between programmes on the computer - move data between programmes NC - use technology purposefully to	Google Maps Laptops	Display Google Maps on a large screen and show how you can zoom in and out to show locations around the world. Give the children time to explore Google Maps.	I am learning to: - Move a Beebot a given number of steps forward. -Turn the Beebot $\frac{1}{4}$ turns left and right.	Barefoot Computing https://www.barefootcomputing.org/resources/crazy-character-algorithms	Create your own instructions for children to check for accuracy.
								Google Maps Laptops	Children to have exploration time with Beebots. Program Beebots to

		completing the activity,	create, organise, store, manipulate and retrieve digital content.	Which locations in the U.K. can they find? Add a map image to their Me and my home sheet.	-Program a Beebot to reach an object. NC - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instruction. <i>C1 - Word processing (writing link story)</i> <i>C1 - Programming animations</i>	reach objects. Debug any programs when the Beebot doesn't reach. Topic link - the Beebot could act as an emergency vehicle reaching an accident/incident. Use the Beebot iPad App to practise programming using the correct amount of each instruction. Whiteboards can be used alongside this to show children's algorithm knowledge.
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Y 2	Queens Victorian times			Trading Places - Britain or Brazil					
	Curriculum links	Resources	Ideas	Curriculum links	Resources	Ideas	Curriculum links	Resources	Ideas
	<p>I am learning to:</p> <ul style="list-style-type: none"> - order algorithms by sequencing events from the Victorian era. <p>NC - understand what algorithms are and how they work as a sequence of instructions.</p> <p>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.</p>	<p>Interactive white board.</p> <p>Sequencing cards.</p> <p>Pairs.</p>	<p>In pairs using dated sequencing cards to order key events from the Victorian area.</p> <p>Children to search for images using internet explorer connected to their timeline.</p> <p>Class activity: Create your own timeline with your class.</p>	<p>I am learning to:</p> <ul style="list-style-type: none"> – decorate a Bee-Bot in a design appropriate to whether it is a town or country mouse – sequence instructions <p>NC - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>I am learning to:</p>	<p>BeeBots</p>	<p>Direct BeeBots from a countryside location written on the floor to a town location. Pupils will need to identify the different countryside and town locations before giving their BeeBot instructions to move between them.</p>	<p>I am learning to:</p> <ul style="list-style-type: none"> -Open, save and edit documents. -Use websites to search for images. -Include text boxes. -Change fonts and text sizes and colours. <p>NC - use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>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.</p>	<p>Laptops</p> <p>Partners</p> <p>Google Docs</p>	<p>Create a digital E-Safety poster to promote kindness online.</p> <p>Use Google Image search to find related images.</p> <p>Manipulate the images - save and use.</p>

<p>I am learning to: -capture and change digital photographs</p> <p>N.C Use technology safely and respectfully</p>	iPads Group work	In your groups take photographs of modern images and identify the same item that would have been used in Victorian times. An example would be the current mobile phones.	<ul style="list-style-type: none"> – shorten sequences of instructions – refine code using a Repeat command <p>NC - create and debug simple programs.</p>	BeeBot online	<p>to trial the directions being travelled between each location from last week.</p> <p>Split class into half. One half use Beebot online and half other Beebots.</p> <p>Beebot group use the maze to travel around and BeeBot online travel through the country road map.</p>	
<p>C2 - What is IT? computing networks</p> <p>C2 - Digital media - photography taking photographs</p>		<p>https://beebot.terrapinlogo.com</p> <p>I am learning to: – look for mistakes in sequences of instructions – predict the outcome of simple programs and sequences of instructions .</p> <p>NC - create and debug simple programs.</p>				

			<p>C2 - Multimedia programming - BeeBots</p> <p>C2 - Data and information - pictograms</p>																												
Y 3	The Stone Age		Source To Sea		Health / Lifestyles and wellness																										
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			<p>- follow a river to its source making observations</p> <p>NC - use a variety of software to create outcomes that accomplish given goals.</p>	<p>Google Maps. Which rivers can they find in England? Where do they flow? Once rivers are identified pupils are to locate other bodies of water. What can they spot? Can they see any possible river sources. It may be useful identifying a specific river and its source. Can the pupils trace its movement from the sources and where the river meets the sea?</p>	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>		year groups or during assemblies.
<p>Curriculum links</p> <p>I am learning to:</p> <ul style="list-style-type: none"> - use ICT technology and virtual reality technology and design to Investigate the Stone Age. - Create a digital presentation. - Discover the features of Google Slides. Add images, <p>C3 - Systems and networks - how do devices work</p> <p>C3 - Multimedia and word processing - creating media making a picture move - (wickeditor)</p>	<p>Resources</p> <p>Laptops</p> <p>Partners</p>	<p>Ideas</p> <p>To use the internet to gather research about Skara Brae and create an information leaflet.</p> <p>Use word processing skills and insert images to show their research findings.</p>		<p>C3 - Multimedia and word processing - introduction to scratch</p> <p>C3 - Recording data - recap year 2 data handling-</p>	<p>I am learning to:</p> <ul style="list-style-type: none"> -plan and create an algorithm for a given problem. -explore different strategies for creating algorithms and discuss the importance of planning before creating an algorithm. - be given a problem to solve and will create 	<p>iPads</p> <p>Laptops</p>	<p>Use Scratch</p> <p>The children will program their characters to move around the screen to act out their stories linked to a healthy lifestyle..</p>

			<p>an algorithm to solve it.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	
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C3 - Programming and making an object move

C3 - Digital media - making a presentation

Y 4	Vikings			The Amazon					
	Curriculum links	Resources	Ideas	Curriculum links	Resources	Ideas	Curriculum links	Resources	Ideas
	<p>I am learning to:</p> <ul style="list-style-type: none"> - use ICT technology and virtual reality technology and design to investigate a topic. <p>Use technology safely, respectfully and responsibly;</p>	<p>iPads Laptops Partners</p>	<p>Understand that sources can contradict each other on the internet (different points of view about why the Vikings invaded Britain)</p> <p>Find a source that Vikings</p>	<p>I am learning to:</p> <ul style="list-style-type: none"> - Create digital food chains using an online program. <p>NC - use software to create and collect information for a purpose.</p>	<p>Laptops Digital diagrams website</p>	<p>Use a digital diagram program to create food chains using animals found in the Amazon. Include arrows and text. This could also be created on Google Docs</p>	<p>I am learning to:</p> <ul style="list-style-type: none"> - Collect data digitally. - Convert written data into digital detail. - Use Google Sheets to create tables and graphs. - Compare data (Maths link). <p>NC - select, use and combine a variety of software</p>	<p>Laptops Google Sheets</p>	<p>Collect data about what makes us different - gender, eye colour, hair colour.</p> <p>Visit from a member of the school office team. Discuss data we collect in school. Can we collect data</p>

recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.		were searching for better land for their farms Find a source that some historians believe that the Vikings moved because of overcrowding. Find a source that historians believe that the Vikings moved because of inheritance laws.			to include pictures.	(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.	about our class and display it in different digital forms? Use Google Sheets to display data in different graphs.
<p>I am learning to:</p> <ul style="list-style-type: none"> -Create digital quizzes using Google Forms. -Explore how a program can mark and provide answers to questions. <p>NC - 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</p>						<p>I am learning to:</p> <ul style="list-style-type: none"> -Create a digital quiz about the Amazon using Google Forms. Choose from a range of different question types. Learn how to provide the answers so the quiz marks itself at the end. 	iPads Laptops Google Sheets Springbank.academy
<p>C4 - Programming and modelling - recap year 3 (Using Turtle academy/ Wickeditor)</p> <p>C4 - Recording data using graphs (Data Loggers)</p>						<p>NC - 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,</p>	<p>Visit our school website and find the staff information page.</p> <p>Collect data showing the information about our staff - this could be gender, hair colour, eye colour, job role.</p> <p>Display the data using Google Sheets - digital table and graphs.</p>

<p>software to create outcomes that accomplish given goals.</p> <p>NC - use software to create and collect information for a purpose.</p>	<p>that end in 'thorpe/kirk'. Use Google maps to locate major cities in the UK (York and Derby).</p>		<p>analysing, evaluating and presenting data and information.</p>	<p>I am learning to:</p> <ul style="list-style-type: none"> -Read digital data. -Present data digitally. -Use Google Slides to present information. -Change fonts, text sizes and colours. -Include data collected with titles. <p>NC - 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.</p>
	<p>C4 - Digital media - make a podcast</p> <p>C4 - using the internet safely recap</p>			<p>Laptops</p> <p>Data previously collected.</p> <p>Google Slides</p> <p>Use Google Slides to display the data created in previous sessions.</p> <p>Model changing fonts, colours and adding information.</p>

			<p>c4 - Multimedia and word processing (English)- changing digital images photo editing</p> <p>C4 - Recap - using loops and recap turtle academy (using scratch for shapes)</p>																		
Y 5	World War II	The Americas	Healthy Relationships																		
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			<p>Curriculum links</p> <p>I am learning to use ICT technology and virtual reality technology to design to</p>	<p>Resources</p> <p>Museum buster live workshops Through live activities, interactive</p>	<p>Ideas</p> <p>NC - select, use, and combine a variety of software to accomplish a given goal.</p>		<p>Show pupils the recording tool on iPads. Give them time to rehearse speaking through the route before recording. Give them the choice of either video recording whilst pointing to map or a voice over recording. Share work with another year group and save for future teaching.</p>	<p>use filming equipment to create material. -edit and put filming together. - Choose job specific roles suited to the individuals.</p> <p>NC - select, use and combine a variety of software</p>		

investigate Ancient Egypt. <ul style="list-style-type: none"> - Create a digital presentation. - Discover the features of Google Slides. - Add images, animation and sounds to a presentation. <p>NC - 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.</p>	quizzes and thought-provoking questions your class will enhance their knowledge and understanding of the past. https://www.britishmuseum.org/learn/schools/ages-7-11/ancient-egypt/virtual-visit-myth-busting-ancient-egypt	C6 - Programming and using variables in games C6 - Collecting data - information and data - spreadsheets	(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. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.		studio hook, camera person.	Produce a piece of music to be used during the introduction to the report. This could go alongside music session.

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