

Alwoodley Primary School Computing Overview

The statements in **bold** link to the *teach computing* scheme of work we follow.

The statements in **purple** link to the Education for a Connected World Document and link to our online safety policy.

The boxes highlighted in **yellow** highlight the programming topics and the boxes highlighted in **blue** highlight the media topics.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year One	<p>Technology around us Recognising technology in school and using it responsibly Copyright and Ownership Health, Wellbeing and Lifestyle</p>	<p>Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. Health, Wellbeing and Lifestyle Self-image and identity</p>	<p>Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes. Self-image and identity Online Reputation</p>	<p>Grouping data Exploring object labels, then using them to sort and group objects by Managing Online Information Privacy and Security</p>	<p>Digital writing Using a computer to create and format text, before comparing to writing non-digitally. Privacy and Security Online Bullying</p>	<p>Programming animations Designing and programming the movement of a character on screen to tell stories. Online Bullying Online Relationships</p>
Year Two	<p>IT around us Identifying IT and how its responsible use improves our world in school and beyond. Health, Wellbeing and Lifestyle Self-image and identity</p>	<p>Digital photography Capturing and changing digital photographs for different purposes. Self-image and identity Online Reputation</p>	<p>Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions Online Reputation Managing Online Information</p>	<p>Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer. Privacy and Security Online relationships</p>	<p>Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition Online relationships Copyright and Ownership</p>	<p>Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz Copyright and Ownership Online Bullying</p>
Year Three	<p>Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks Online Reputation Copyright and Ownership</p>	<p>Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story. Copyright and Ownership Managing Online Information</p>	<p>Sequencing sounds Creating sequences in a block-based programming language to make music. Managing Online Information Self-image and identity</p>	<p>Branching databases Building and using branching databases to group objects using yes/no questions. Online Relationships Health, Wellbeing and Lifestyle</p>	<p>Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose. Health, Wellbeing and Lifestyle Privacy and Security</p>	<p>Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions. Privacy and Security Online Bullying</p>
Year Four	<p>The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. Online Reputation Health, Wellbeing and Lifestyle</p>	<p>Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. Health, Wellbeing and Lifestyle Managing Online Information</p>	<p>Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered. Managing Online Information Copyright and Ownership</p>	<p>Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game. Online Relationships Self-image and identity</p>	<p>Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. Self-image and identity Online Bullying</p>	<p>Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation Online Bullying Privacy and Security</p>
Year Five	<p>Systems and searching Recognising IT systems in the world and how some can enable searching on the internet. Copyright and Ownership Online Reputation</p>	<p>Video production Planning, capturing, and editing video to produce a short film Online Reputation Managing Online Information</p>	<p>Flat-file databases Using a database to order data and create charts to answer questions Online Relationships Self-image and identity</p>	<p>Selection in physical computing Exploring conditions and selection using a programmable microcontroller. Managing Online Information Privacy and Security</p>	<p>Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects. Health, Wellbeing and Lifestyle</p>	<p>Selection in quizzes Exploring selection in programming to design and code an interactive quiz. Self-image and identity Health, Wellbeing and Lifestyle</p>

					Online Bullying	
Year Six	Variables in games Exploring variables when designing and coding a game. Copyright and Ownership Online Relationships	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. Online Relationships Managing Online Information	Communication and collaboration Exploring how data is transferred by working collaboratively online. Managing Online Information Online Reputation	3D modelling Planning, developing, and evaluating 3D computer models of physical objects. Privacy and Security Online Reputation	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data. Online Bullying Health, Wellbeing and Lifestyle	Sensing movement Designing and coding a project that captures inputs from a physical device. Health, Wellbeing and Lifestyle Self-image and identity