

Hemblington Computing Curriculum

Teach Computing Curriculum						
	Autumn Term 1	Autumn Term 2	Spring Term	Spring Term 2	Summer Term 1	Summer Term 2
EYFS						
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally	Programming animations Designing and programming the movement of a character on screen to tell stories.
Software used	https://paintz.app/	https://paintz.app/	Google Slides	Bee-Bot	Google Docs	ScratchJr <i>Ask IT for add on</i>
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Software used	Google Slides	Digital camera	j2data Pictogram	Bee-Bot	Chrome Music Lab	ScratchJr
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions
Software used	Painting program (any)	iMotion (app for iOS)	Scratch	j2data Branch and Pictogram	Canva.com NEEDS PARENTAL PERMISSION	Scratch
Year 4	The internet Recognising the internet as a network of networks including	Audio production Capturing and editing audio to produce a podcast, ensuring that	Repetition in shapes Using a text-based programming language to explore	Data logging Recognising how and why data is collected over time, before using	Photo editing Manipulating digital images, and reflecting on the impact of	Repetition in games Using a block-based programming language to explore

	the WWW, and why we should evaluate online content	copyright is considered.	count-controlled loops when drawing shapes.	data loggers to carry out an investigation	changes and whether the required purpose is fulfilled.	count-controlled and infinite loops when creating a game
Software used	Various websites	Audacity	FMSLogo	Data logger and associated software	Paint.NET (for Microsoft Windows)	Scratch
Year 5	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Video production Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller	Flat-file databases Using a database to order data and create charts to answer questions.	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Software used	Google Slides	Microsoft Photos (for Microsoft Windows 10)	Crumble controller + starter kit + motor Microbit	j2data Database	Google Drawings	Scratch
Year 6	Communication and collaboration Exploring how data is transferred by working collaboratively online.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects	Sensing movement Designing and coding a project that captures inputs from a physical device.
Software used	Google Slides	Google Sites	Scratch	Google Sheets	Tinkercad	micro:bit and Microsoft MakeCode