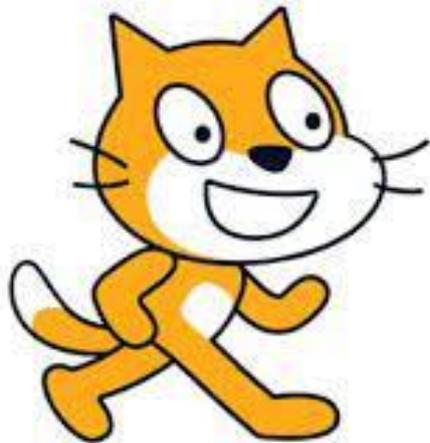


High Meadow Community School



Computing Curriculum

Year 1

Term	Curriculum	Unit	Overview
Autumn A	Online Safety	Stay Safe	Pupils consider how to stay safe online including using different technologies, different activities including publishing and produce a charter for staying safe.
Autumn B	Data Handling and multimedia	Pictograms	Pupils investigate how to display information in different ways and learn how to do this as a pictogram, progressing to do this using software and online applications.
Spring A	Digital Literacy	Technology around us	Help pupils to understand what technology is and let them consider and share what they have at home and have seen in the wider world. Create a presentation.
Spring B	Data Handling and Multimedia	2D animation	Make a simple paper based animation and discuss the optical illusion behind it. Experiment with different aspects of technology to produce a range of 2D effects.
Summer A	Programming	Scratch Jr - On-screen Challenges and Tasks 2	Using ScratchJr in from MIT on iPad only to develop programming knowledge and skills by creating and debugging algorithms to control screen based objects through developmental challenges and tasks.
Summer B	Programming	Scratch Jr - On-screen Challenges and Tasks 2	Using ScratchJr in from MIT on iPad only to develop programming knowledge and skills by creating and debugging algorithms to control screen based objects through developmental challenges and tasks.

Year 2

Term	Curriculum	Unit	Overview
Autumn A <i>Evacuees</i> <i>WW2</i>	Online Safety	Zip it	Pupils learn to judge how to maintain privacy and how to prevent their personal information being compromised in a range of online situations.
Autumn B <i>Florence</i> <i>Nightingale/</i> <i>Victorians</i>	Data Handling and multimedia	Create an e-book	Look at the characteristics of a selection of e-books and consider how they differ from printed books. Pupils create their own e-book and publish it for others to read.
Spring A <i>Fire of</i> <i>London</i>	Programming	Simple Logo - On-screen Challenges and Tasks 1	Via physical experience in large spaces, using Bee-bots and through Logo environments such as 2Go in Purple Mash, j2code and Textease Turtle to control screen objects to move, turn and draw lines, patterns and shapes.
Spring B <i>Continents/</i> <i>Oceans</i>	Programming	Simple Logo - On-screen Challenges and Tasks 2	Via physical experience in large spaces, using Bee-bots and through Logo environments such as 2Go in Purple Mash, j2code and Textease Turtle to control screen objects to move, turn and draw lines, patterns and shapes.
Summer A <i>Hot/cold</i> <i>Countries</i>	Data Handling and multimedia	Simple graphs	Pupils learn how to create simple graphs to display information and understand how this has developed from the pictograms they previously experienced.
Summer B <i>Mexico</i>	Digital Literacy	Internet and email	Pupils are taught and experience basic email and searching for content online. Consider the different kinds of device that can connect to the internet.

Year 3

Term	Curriculum	Unit	Overview
Autumn A	Online Safety	Be Smart	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
Autumn B	Data Handling and multimedia	3D Stop Frame Animation	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
Spring A	Programming	Introduction to Scratch	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Spring B	Programming	On Screen challenges and tasks	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Summer A	Data Handling and multimedia	Branching Databases	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
Summer B	Digital Literacy	Computers and Networks	Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web and the opportunities they offer for communication and collaboration. Use search technologies effectively, appreciate how [search] results are selected and ranked and be discerning in evaluating digital content .

Year 4

Term	Curriculum	Unit	Overview
Autumn A	Online Safety	Flag it	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
Autumn B	Digital Literacy	Online Collaboration	Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web and the opportunities they offer for communication and collaboration. Use search technologies effectively, appreciate how [search] results are selected and ranked and be discerning in evaluating digital content .
Spring A	Multimedia	Presentation	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
Spring B	Data Handling	Simple Spreadsheets	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
Summer A	Programming	Create a 2D animation	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Summer B	Programming	Debug simple algorithms	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

