Computing

Year 6

- Computer System and Networks—Communication
  - Order of results
  - Ranked results
  - Search engines
- Creating Media—3D modelling
  - Design and construct 3D models
- Creating media–Web page creation
  - Review pages
  - Plan a webpage
- Data and Information—Spreadsheets
  - Applying formulas to calculate data
- Programming A—Variables in Games
  - Using variables to design a project.
- Programming B—Sensing
  - Update a variable with a user input
  - Compare a variable to a value
- Programming B—Selection in Quizzes
  - Flow of a program
- Programming A—Selection in physical computing
  - Design a program and controls a project
- Data and infor-mation—flat-file databases
  - Sorting data
- Creating Media—Video editing
  - Reshooting and editing
  - Storyboards
- Creating Media–Vector Drawing
  - Evaluating our vector drawings
  - Combing shapes

Year 5

- Computer Systems and Networks—Sharing Information
  - The role of computers
  - Shared projects online
  - Transferring data
- Programming B—Repetition in games
  - Developing loops and programs
- Programming A—Repetition in Shapes
  - Modify a program
  - Count-controlled loops
  - Decomposing a task
- Data and Information—Data logging
  - Answer questions
  - Data over time
- Photo editing
  - Fake/ Real images
  - Selecting different tools
  - Composition
  - Evaluating choices
- Creating Media—audio editing
  - Recording sound
  - Editing sound
- Computer Systems and Networks—Internet
  - WWW

Year 4

- Creating Media—Desktop publishing
  - Layouts to suit purposes
  - Choose page settings
  - Adding content
- Data and Infor-mation—Branching Databases
  - Collecting data
- Programming A– Sequence in music
  - Creating projects
  - Design choices
  - Adapting programs
- Programming B—Events and Actions
  - Moving sprites
  - Fixing bugs
- Programming B—Quizzes
  - Commands and order
  - Create a program
- Programming A– Robot Algorithms
  - Create and debug
  - Design an algorithm
- Data and information—Pictograms
  - Presenting information
  - Using tally charts and images

Year 3

- Creating Media—Animation
  - Evaluate the impact of animation
  - Review and improve
- Computer Systems and Networks–Connecting Computers
  - Input and output
  - Share information
  - Comparing information
- Programming A– moving a robot
  - Explain and use commands
  - Plan a simple program and find solutions to a problem.
- Programming B—Animation
  - Use an algorithm to create a program
- Computer System and Networks–IT around us
  - Safety
  - Uses of IT beyond school
- Creating Media—Digital photography
  - Editing photos
  - Using digital devices and tools to change an image
- Creating Media—making music
  - Identifying patterns in music
  - Create music for a purpose – review and refine our work.

Year 2

- Data and Information—grouping data
  - Compare a group of objects and answer questions
  - Label and count objects
- Creating Media—digital writing
  - Use a computer to add, write and edit text.
- Creating Media – digital painting
  - Use a variety of tools and explain why they were used
- Computer Systems and Networks—Technology around us
  - Use a keyboard to edit
  - Identify technology
- Video/ photography
  - Using the appropriate app.

Year 1

- Operate simple equipment
  - Autumn photographs
  - IPads to record story telling
- 2 Paint
  - Firework pictures
- Photography
  - Using IPads
- Simple computer programs
  - Using beebots/bluebots/ 2 Simple Draw
- Research
  - Minibeasts– use bluebots to move llike them

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