

Computing Curriculum 2017 - 2018

	Autumn		Spring		Summer	
	1	2	1	2	1	2
Year 1	Finding images using the web MS PowerPoint	Using programmable toys	Creating an electronic card MS Word	Exploring algorithms Lightbot app	Illustrating an e-book 2 Simple 2 Create a story	Producing a talking book 2 Simple 2 Create a story Freesound.org
Year 2	Researching a topic – Presentation skills 2 Simple to connect MS Powerpoint	Exploring how computer games work Scratch Jnr	Recording data (mini-beasts) Google maps Google earth MS Excel	Email system and communication London mail	On screen programming Scratch Jnr	Taking, selecting and editing digital images
Year 3	Programming an animation Scratch	Finding and correcting bugs in programs Scratch	Shooting and editing digital video MS MovieMaker	Programming: Drawing shapes Scratch	Researching computer networks	Recording and analysing weather data Data logging software MS Excel Scratch
Year 4	Calculating cost and profit MS Excel MS Powerpoint	Developing a simple game Scratch	Producing digital music Audacity	Creating an interactive toy Scratch	Technology past, present and future – Research and presentation MS Powerpoint	Editing and writing html Trinket
Year 5	Creating a virtual space Google Sketch Up	Developing an interactive game Scratch	Creating an online-safety website Google sites	Cracking codes/ encryption Creating a paint package Scratch	Programming Raspberry Pi Python web	Programming Micro:bits Python web
Year 6	Planning a mobile app Google App Inventor	Coding simple apps Google App Inventor	Coding more complex apps Google App Inventor	Researching the app market	Developing a mobile phone app Google App Inventor	Creating video and web copy for a mobile phone app Google sites