



The Computing curriculum covers the following strands:
 Computing systems and networks
 Creating media
 Programming
 Data and Information
 Programming

EYFS	It's Good to Be Me	Let' Celebrate	Once Upon a Time	All Creatures Great & Small	How Does Your Garden Grow	Wish You Were Here
	<p>Throughout the year, EYFS include computing in their continuous provision by giving children the opportunity to use:</p> <ul style="list-style-type: none"> *Beebots *Coding Critters *Cameras *Ipads *Interactive whiteboard <p>Children are also taught how to log on to the computers and access mini mash and seesaw. They also celebrate Safer Internet Day.</p>					
Year 1	My School	Guy Fawkes	Hot & Cold Places	Animals	Castles	Plants
	Technology around us 1.1 Recognising technology in school and using it responsibly.	Digital painting 1.2 Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	Moving a robot 1.3 Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data 1.4 Exploring object labels, then using them to sort and group objects by properties.	Digital writing 1.5 Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations 1.6 Designing and programming the movement of a character on screen to tell stories
Year 2	Nuneaton my Town	UK Countries & Capitals	Great Fire of London	Transport	India	Habitats
	Information Technology around us 2.1 Identifying IT and how its responsible use improves our world in school and beyond.	Digital Photography 2.2 Capturing and changing digital photographs for different purposes	Pictograms 2.4 Creating and debugging programs, and using logical reasoning to make predictions.	Robot algorithms 2.3 Collecting data in tally charts and using attributes to organise and present data on a computer	Digital music 2.5 Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes 2.6 Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.



<p>The Computing curriculum covers the following strands: Computing systems and networks Creating media Programming Data and Information Programming</p>						
Year 3	Stone Age to Iron Age	The UK	Ancient Greece	Animals including Humans	Farming in the UK	Spain
	<p>Connecting computers 3.1 Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p>Stop-frame animation 3.2 Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p>Sequencing sounds 3.3 Creating sequences in a block-based programming language to make music.</p>	<p>Branching databases 3.4 Building and using branching databases to group objects using yes/no questions.</p>	<p>Desktop publishing 3.5 Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p>Events and actions in programs 3.6 Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
Year 4	Volcanoes & Earthquakes	The Roman Empire	Teeth & Digestion	Anglo Saxons & Scots	Vikings	Rivers & Water Cycle
	<p>The internet 4.1 Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p>Audio production 4.2 Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p>Repetition in shapes 4.3 Using a text-based programming language to explore count-controlled loops when drawing shapes</p>	<p>Data logging 4.4 Recognising how and why data is collected over time, before using data loggers to carry out an investigation</p>	<p>Photo editing 4.5 Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p>Repetition in games 4.6 Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>
Year 5	Mountains	Earth & Space	War of the Roses	The Rainforest	Benin Dynasty	The Victorians
	<p>Systems and searching 5.1 Recognising IT systems in the world and how some can enable searching on the internet</p>	<p>Video Production 5.2 Planning, capturing, and editing video to produce a short film.</p>	<p>Selection in physical computing 5.3 Exploring conditions and selection using a programmable microcontroller.</p>	<p>Flat-file databases 5.4 Using a database to order data and create charts to answer questions.</p>	<p>Introduction to vector graphics 5.6 Creating images in a drawing program by using layers and groups of objects</p>	<p>Selection in quizzes 5.7 Exploring selection in programming to design and code an interactive quiz</p>



The Computing curriculum covers the following strands:
 Computing systems and networks
 Creating media
 Programming
 Data and Information
 Programming

Year 6	Egyptians	World War II	Fair Trade	Circulatory System	Coastal Studies	Our Changing World
	Communication and collaboration 6.1 Exploring how data is transferred by working collaboratively online	Webpage creation 6.2 Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation	Variables in games 6.3 Exploring variables when designing and coding a game.	Introduction to spreadsheets 6.4 Answering questions by using spreadsheets to organise and calculate data.	3D modelling 6.5 Planning, developing, and evaluating 3D computer models of physical objects.	Sensing movement 6.6 Designing and coding a project that captures inputs from a physical device.

Further Opportunities:
 All Year groups to use a variety of technology across the curriculum including ipads, Word including teacher modelled writing, maths manipulatives on IWB, virtual tours, green screen, youtube, kids safe search, QR codes, VR headsets Seesaw etc.