Whole School Overview – Computing

	Year 3	Year 4	Year 5	Year 6
Autumn 1	***No Place Like Home***	***Identity***	***Trading Fairly***	***Mighty Mayans***
	Information Technology Multimedia Text, Images & Sound			**Computer Science –** programming & coding
	The children will learn how to use the keyboard and mouse effectively. They will also learn how to save their work onto the server and learn how to find and retrieve it. **End Product:** Produce a Kadanski style piece of art work for the cover of their Art Book	The children will learn about formatting images and organising content into an effective layout. **End Product:** Using MS Publisher to produce a factfile on themselves	Explore blogging. Children write their own blog to include images and sound. The transfer of skills from one program to a similar program **End Product:** Children produce a blog on their experiences of Fair Trade	Children plan their own interactive game using coding. They will decide upon their audience and the theme for the game. Children are also introduced to the basics of Python programming **End Product:** Interactive game using Scratch
Autumn 2	***Journey to Christmas***	***Emergenza***	***Right to Fight***	***Reduce, Reuse and Recycle***
	Information Technology Multimedia Text, Images & Sound			
	The children will learn how to effectively search the web using key words. They will also learn how to collect and present information using pictures and text. **End Product:** They produce a "My Dream Journey" with three destinations included with facts & photograph from each destination.	The children will understand different weather measurement techniques, both analogue and digital, They will use computer-based data logging to automate the recording of some weather data. They will use spreadsheets to create charts which they will	Children explore how words and sounds can combine to inform people. They will practise their skills of sound editing and writing for an audience. **End Product:** Children write and record their own radio station	Children explore how to collect data using Excel or another spreadsheet. They also look at how to analyse the data they have enter. **End Product:** Children produce a report based on an enquiry question from their theme using analysis of the

		analyse and make predictions from. **End Product:** Produce a weather forecast video	broadcast based on a topic from their theme	spreadsheet data they have collected.
Spring 1	***Rolling Stones***	***Rise of The Robots***	***Journey To Space***	***Secrets Inside The Tomb***
	Digital Literacy			
	The children will develop a basic understanding of how email works. They will gain skills in using email and will also experience video conferencing. **End Product:** Children will be able to send an email asking for a required piece of information.	Children will look at the issues concerning photo images inc copyright. **End Product:** Children will manipulate photos from the ipad.	Children plan their own simple computer game using Scratch! They will design characters and backgrounds and create a working prototype which they develop further based on the feedback they receive **End Product:** Design a game using Scratch!	**For Spring 1 2022 only** Children to explore how the WWW webs. They will also then look at the basics of webpage design (inc hyperlinks) to design their own **End Product:** Children work collaboratively to produce their own webpage including images and hyperlinks. They can do this using word, powerpoint or publisher.
Spring 2	***Rolling Stones***	***Battle For Britain***	***Rainforest***	***Mind, Body and Soul***
	Information Technology Multimedia Text, Images & Sound	**Digital Literacy**		
	Children gain skills in shooting live video such as framing shots, holding the camera steady and reviewing. They will edit including adding narrative and editing clips by setting in/out points. As well as understanding the qualities of	The children will understand the conventions for collaborative online work, particularly in wikis. Be aware of their responsibility when editing other people's	Children explore the question how does the WWW reach remote areas in the rainforest? They then look at the basics of webpage design (inc	Explore the concept of body image in the media. Children **End Product:**

	effective video such as the importance of narrative, consistency, perspective and scene length **End Product:** Children video their own estate agents advert for a house studied in this period of history.	work. Become familiar with Wikipedia and practise their research skills. They will write for a target audience using a wiki tool. **End Product:** Working collaboratively, they produce their own wiki pages based on the events/people in the period of history they are studying	hyperlinks) to design their own **End Product:** Children work collaboratively to produce their own webpage including images and hyperlinks. They can do this using word, powerpoint or publisher.	Children produce a photo album of images they have taken. Looking at framing photographs, manipulating them etc
Summer 1	***From A Small Seed***	***Crunch!***	***It's All Greek To Me!***	***Origin of Life***
	Computer Science - Coding and Programming			**Information Technology** Multimedia Text, Images & Sound
	The children will create an algorithm for the growth of a sunflower in the form of a storyboard. They will look at the basics of programming in Scratch! **End Product:** Children will write a program in Scratch! To show the growth of a sunflower.	Children will plan their own quiz and then build it using Scratch! **End Product:** Write a Scratch Quiz	The children will develop an understanding of spam messages and spam emails **End Product:** Children will give a presentation (video/blog/poster/broadcast) to warn others about the dangers of spam messages and email	The children will explore examples of cartoon animation including "stop go animation" – to see how it works. End Product: Children will work in groups to produce their own animations
Summer 2	***Respectful Romans***	***CRUNCH!***	***A Force To Be Reckoned With***	***Lest We Forget***
	Computer Science - Coding and Programming	**Computer Science -** Coding and Programming	**Digital Literacy**	**Information Technology** Multimedia Text, Images & Sound

	The children will have the opportunity to develop a number of strategies for finding errors in programs. They will increase their knowledge and understanding of Scratch and will recognise a number of common types of bug in software. **End Product:** Children will also experience using CAD program and will design and draw a Roman Villa.	Children will have the opportunity to use programable controllers to control the movement of an object **End Product:** Children will design and then program a new dentist chair which moves using a Crumble controller.	Children explore how to communicate securely through cryptography and explore what makes a good password **End Product:** Children will design their own system of cryptography which their peers need to attempt to decipher and evaluate.	The transfer of skills from one program to a similar program **End Product:** Create a year book as a cohort