

### St Mary's Computing Curriculum 2023-2024

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Introduction to computers, IWB to play games. Class computer – number and phonics games	IWB to play games. Listen to stories on the CD player. I pads/chrome books - learn to turn on and log in. Ipad – learn to switch on, select apps, take a picture.	Bee bots /phonics and maths games. Laptops – to play phonic games. Buried treasure game. Trash and treasure words.	Research of different minibeasts. Viewer for close-ups of mini beasts. Laptops to write. Cameras to take pictures of mini beasts.	Word searches. Taking photos. Using Bee bots. Mobile Phones. Microphones. CD player.	Lap tops to research. Ipad – drawing programme, combining text and images.
Year 1	Computing systems and networks – Technology around us	Creating Media- Digital Painting	Programming a robot (Task, design, code, running the code)	Grouping data	Creating Media – Digital writing	
Year 2	Computing systems and networks - Information Technology around us	Creating media – Digital photography	Programming – Robot algorithms	Data and information – Pictograms	Creating media – Making music	Programming – An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation:	Programming – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming – Events and actions
Year 4	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5 *Programming units may need to be taken from previous year groups, due to new scheme	Computing systems and networks – Sharing information	Creating media – Vector drawing (Y5) Inker/ Google Drawings	Programming – Selection in physical computing Currently don't have the resources for this	Data and information – Flat-file databases	Creating media – Video editing	Programming B – Selection in quizzes
Year 6 *Programming units may need to be taken from previous year groups, due to new scheme	<u>Computing systems and networks – Communication</u>	<u>Creating media – Web page creation</u>	<u>Programming A – Variables in games</u>	<u>Data and information – Spreadsheets</u>	<u>Creating media – 3D Modelling</u>	<u>Programming B – Sensing Movement</u>

