



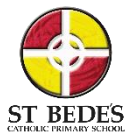
St Bede's Computing Curriculum

Intent - The intent for Computing at St Bede's is that we give our pupils the life-skills that will enable them to embrace and utilise new technology and become independent learners, gaining confidence and enjoyment from computing lessons. We want the use of technology to support learning across the entire curriculum and to ensure that our curriculum is accessible to every child.

| | Autumn1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer2 |
|---------------------------------------|---|---|--|---|---|--|
| | Online Safety/ Project Evolve <ul style="list-style-type: none"> Managing Online Information Privacy and Security Copyright and ownership | | Online Safety/ Project Evolve <ul style="list-style-type: none"> Online Reputation Online Bullying health, Well being and lifestyle | | Online Safety/ Project Evolve <ul style="list-style-type: none"> Self Image and Identity Online relationships | |
| Nursery Birth to Five Matters | <ul style="list-style-type: none"> Play with safe equipment such as torches and walkie talkies Use machines such as the photocopier Wash, rinse and dry materials outside Play with a range of pipes, funnels, containers, water wheels and water | | | | | |
| Reception Birth to Five Matters | Explore a range of materials that enable children to explore cause and effect | Use a range of materials and objects that work in different ways for different purposes | Play with a range of programmable toys | Play with equipment involving ICT, computers, touch screen devices and internet connected toys. | Take photographs and use mobile apps of things that interest them when in the community | Press the button at the pelican crossing or speak into an intercom |
| Year 1 | Technology around us | Creating Media - Digital Writing | Creating Media - Digital Painting | Data and Information - Grouping data | Programming A - Moving a robot | Programming B - Introduction to animation |
| Year 2 | IT around us | Creating Media - Digital Photography | Creating Media - Making Music | Data and Information - Pictograms | Programming A - Robot Algorithms | Programming B - An introduction to Quizzes |

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| Year 3 | <u>Computing systems and networks – Connecting computers</u> | <u>Creating media – Animation</u> https://www.j2e.com/jit5 https://chrome.google.com/webstore/detail/stop-motion-animator/dhgmfca bdnkbdhelnooodef edbilocpho/related?pli=1 | <u>Creating media – Desktop publishing</u> | <u>Data and information – Branching databases</u> | <u>Programming A – Sequence in music</u> Kodu | <u>Programming B – Events and actions</u> |
| Year 4 | <u>Computing systems and networks – The Internet skip lesson 1</u> | <u>Creating media – Audio editing</u> | <u>Creating media – Photo editing</u> | <u>Data and information – Data logging</u> | <u>Programming A – Repetition in shapes</u> Kodu | <u>Programming B – Repetition in games</u> |
| Year 5 | <u>Computing systems and networks – Sharing information</u> | <u>Creating media – Vector drawing</u> | <u>Creating media – Video editing</u> | <u>Data and information – Flat-file databases</u> | <u>Programming A – Selection in physical computing</u> | <u>Programming B – Selection in quizzes</u> |
| Year 6 | <u>Creating media – Web page creation Google</u> | <u>Creating media – 3D Modelling</u> | <u>Computing systems and networks – Communication</u> | <u>Data and information – Spreadsheets</u> | <u>Programming A – Variables in games</u> | <u>Programming B – Sensing</u> |



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| | | | | | <u>Micro Bits</u> | <u>Micro Bits</u> |
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