

Computing Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R Cycle 1	Familiarising with ICT – computers, cameras etc. Switch On/Off	Mouse Control	Selecting and Using Colour	Keyboard – writing name	Selecting and using a programme	Selecting and Using a programme
R Cycle 2	Familiarising with ICT – computers, cameras etc. Switch On/Off	Mouse Control	Selecting and Using Colour	Keyboard – writing name	Selecting and using a programme	Selecting and Using a programme
1	E– Safety Word processing Printing	Beebots Control	Sound recording Audacity	Graphs 2 Simple	Simulation Scratch	Video recording and editing
2	<u>Why are we '3R' Super Stars?</u> (Digital imagery / multi-media / publishing) 4. Use technology to create, organise, store, manipulate and retrieve digital content 6. Use technology safely	<u>What is Hector's World?</u> (E-safety) 6. Use technology safely <u>What picture will you make today?</u> (Graphics) 4. Use technology to create, organise, store, manipulate and retrieve digital content	<u>Are you journeying back in time safely on the Internet?</u> (E-safety) 6. Use technology safely How will I read all about it? (Multi-media / publishing) 4. Use technology to create, organise, store, manipulate and retrieve digital content	<u>Are you animated today?</u> (Animation) 4. Use technology to create, organise, store, manipulate and retrieve digital content <u>Can you tell me a Tardis Tale?</u> (Multi-media / Publishing) 4. Use technology to create, organise, store, manipulate and retrieve digital content 5. Recognise	<u>Data! Data! Can you read me?</u> (Data) 4. Use technology to create, organise, store, manipulate and retrieve digital content. (Linked to sending data about humans back to the Mother Planet). ILT-Beebots/Roamer	<u>Can you crack the code?</u> Purple Mash – Coding – \in class Beebots / roamer 1.Algorithms 2. Create and debug programs 3.logical reasoning to predict behaviour of programs 3. Use logical reasoning to predict the behaviour of programs (Su1 link – instructions).

				common uses of technology beyond school		
3	Collect, analyse & present data	Digital photography using software & devices	Algorithms Scratch	Research Surveys & Charts	Texts / emails	Video recording & edit Making movies
4	Communication & collaboration	Combined software	Use search technologies	Evaluate digital content	Use search technologies	Evaluate digital content
5	E- safety Digital photography Photo shop	Text and other media blogger / textease	Research, image management Sketch up / Picasso	Data analysis and presentation Excel / Word	Research Video recording, Movie maker Power point	Programming, Spreadsheet, Modelling, Scratch
6	E safety Picassa Google Earth	Kodu programming	Control technology	Spreadsheets Excel	Publisher Web design	PowerPoint / film presentation in movie maker