



The Crescent Primary School Computing Overview



<u>Year 1</u>					
The Crescent Primary Computing Skills and Units					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing Systems and Networks Technology Around Us	Creating Media Digital Painting	Creating Media Digital Writing	Data and Information Grouping Data	Programming A Moving a Robot	Programming B Introduction to Animation
Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Using a computer to create and format text, before comparing to writing non-digitally.	Exploring object labels, then using them to sort and group objects by properties.	Writing short algorithms and programs for floor robots, and predicting program outcomes.	Designing and programming the movement of a character on screen to tell stories.



The Crescent Primary School

Computing Overview



Year 2					
The Crescent Primary Computing Skills and Units					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing Systems and Networks 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
Identifying IT and how its responsible use improves our world in school and beyond.	Capturing and changing digital photographs for different purposes.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Creating and debugging programs, and using logical reasoning to make predictions.	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.



The Crescent Primary School Computing Overview



Year 3					
The Crescent Primary Computing Skills and Units					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Creating Media Animation	Programming A Sequencing sounds	Creating Media Desktop Publishing	Computing Systems and Networks Connecting Computers	Data and Information Branching databases	Programming B Events and actions in programs
Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Sequencing sounds Creating sequences in a block-based programming language to make music.	Creating documents by modifying text, images, and page layouts for a specified purpose.	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Building and using branching databases to group objects using yes/no questions.	Writing algorithms and programs that use a range of events to trigger sequences of actions.



The Crescent Primary School

Computing Overview



Year 4

The Crescent Primary Computing Skills and Units

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Creating Media Photo editing	Programming A Repetition in shapes	Programming B Repetition in games	Creating Media Audio editing	Data and Information Branching databases	Computing Systems and Networks The Internet
Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Using a text-based programming language to explore count-controlled loops when drawing shapes.	Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Building and using branching databases to group objects using yes/no questions.	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.



The Crescent Primary School Computing Overview



Year 5

The Crescent Primary Computing Skills and Units

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Creating Media Vector drawing	Programming B Selection in quizzes	Creating Media Stop Frame Animation	Programming A Selection in physical Computing	Computing Systems and Networks Sharing information	Data and Information Branching databases
Creating images in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Exploring conditions and selection using a programmable microcontroller.	Identifying and exploring how information is shared between digital systems.	Building and using branching databases to group objects using yes/no questions.



The Crescent Primary School Computing Overview



Year 6

The Crescent Primary Computing Skills and Units

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Creating Media Web page creation	Creating Media Web page creation	Data and Information Spreadsheets	Programming B Sensing	Computing Systems and Networks Communication	Programming A Variables in games
Designing and creating webpages, considering copyright, aesthetics, and navigation.	Designing and creating webpages, considering copyright, aesthetics, and navigation.	Answering questions by using spreadsheets to organise and calculate data.	Designing and coding a project that captures inputs from a physical device.	Recognising how the WWW can be used to communicate and be searched to find information.	Exploring variables when designing and coding a game.