



Year 1	Introduction to Purple Mash Creative computing Use their username and password to log on. Develop their awareness of how to navigate round other areas of purple mash, practising the key skills of opening, saving and logging off the website safely.	Data explorers Sort objects into clearly defined groups using a computer. Create and save a piece of work	Animated stories Know what an e book is Create an animation.	Creating and following computing instructions Explain what an algorithm is. Work out what is wrong with a simple algorithm.	Technology around us Name types of digital technology at school, at home and in the wider world. Explain that technology is designed to solve problems	Coding Design a simple program. Write my own block of code, Program a character to move.
Year 2	Route explorers Use direction keys Write a set of instructions Debug when a route is incorrect	Spreadsheets Understand what a spread sheet is Edit and improve a spreadsheet Explore how spreadsheets can complete calculations automatically.	Coding Understand what an algorithm is. Create a simple program. Understand and debug simple programs	Questioning Understand how data can be used to answer a question. Gather data Understand how to find answers using branching databases.	The internet Understand what the internet, World Wide Web and a browser are. Use the internet to find information.	Creating pictures Create a piece of digital art. Understand how digital artwork can be shared electronically.
Year 3	Email Understand how people communicate with each other. Know how to use email safely. Compose and send an email	PowerPoint Create a slide show on a topic, including adding pages media, animations and timings.	Coding understand how flowcharts are used in computing programming. Use timers and select the right type for purpose. Design and create an interactive scene,	Branching databases use a branching database to find information. Plan and create a branching database. Test and debug branching database to correct errors.	Micro-bits Code a micro- bit to show different images when specific buttons are pressed. Code a micro- bit to make sounds when movement is detected.	Spreadsheets Understand the layout and features of spreadsheets. Use simple formula to calculate totals and averages.
Year 4	Unpacking hardware and software Sound stories Identify and describe different pieces of computer hardware and understand their functions. Understand what software is and how we use it to complete tasks.	Introduction to AI Logo know the positives and negatives of AI. Develop understanding of basic commands and programming concepts. Use the repeat command. Use procedures to write instructions.	Animation Understand and use the technique onion skinning. Create a narrative through animation.	Micro-bits Code a micro-bit to make it work as a step counter. Code a micro-bit to make a light switch on or off when the light level changes. Code a micro- bit to play a rock, paper and scissors game.	Effective searching Understand the purpose of a search engine. Use a search engine to collect, sort and rank results. Use advanced ways to improve searches. Develop strategies to judge if information is true or can be trusted.	Coding Problem solve when creating more complex code. Design, write and debug programs
Year 5	Using MS word Use typing skills to produce their own formatted letter. Know how to use a hyperlink.	Databases Game creator Search, contribute and create their own databases. Plan and design a 3D game. Add features to a game world and check playability Evaluate games created by others.	Spreadsheets Use formulae to convert measurements between different units. Create and interpret line graphs that show how data changes over time. Use spreadsheets for a real-life situation.	Quizzing Use different types of quizzes, identifying their features, strengths and weaknesses. Design and produce a quiz Refine, test and share their digital content.	Micro-bits Create a micro: bit story telling game. Write a code that will measure temperature. Create an automatic scoreboard display	Coding Explain what decomposition and abstraction are in computer science. Use friction in code. Understand what a function is and how it works in code. Understand and use different variables. Create a playable game

Bowesfield Primary School Computing Curriculum Overview

Year 6	<p>Networks</p> <p>Explain what the Internet consists of. Know how networks work. Understand what a LAN and a WAN are.</p> <p>Graphing</p> <p>Know how to use a computer to generate graphs. Present data in computer generated graphs.</p>	<p>Coding</p> <p>Make a story-based adventure using 2Create a Story. Use written plans to code a map-based adventure in 2Code. Know how to design and make more complex games.</p>	<p>Spreadsheets</p> <p>Use a spreadsheet in a range of ways - to plan how to spend pocket money and the effect of saving money.</p> <ul style="list-style-type: none">- plan a school charity day to maximise the money donated to charity.	<p>Blogging</p> <p>Understand what a blog is Write and style a blog post Review and comment on blog posts with an understanding for online safety.</p>	<p>Data Detectives</p> <p>Find information from databases by filtering and sorting.</p>	<p>Micro bits</p> <p>Code a micro bit to identify materials that are conductors. Use a micro bit to collect different data –step count data, temperature and light level data and use this data in graphing software.</p> <p>3D modelling</p> <p>Explore and develop simple 3D models using CAD software. Plan, design and create packaging to meet the design brief. Refine, assemble and evaluate the finished prototype</p>
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