

Computing Curriculum Overview 2017-18

The following curriculum overview may be subject to change. At Monksdown Primary School we are constantly evolving our curriculum in response to the needs of learners and national strategies. For the most up-to-date information of what your child is learning please visit our website and Twitter feeds which are regularly updated throughout the year.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	The children be developing their information technology skills using software to create a simple document (create a card). They will also be using I pads to record short videos based on the theme 'We are TV Chefs'. This will include discussion about use of similar technologies outside of school.		The children will learn how to use photographs and captions to enhance understanding of their topic work. The children will use photography and use software to create a simple document.		The children will learn how to use computer software to create pictures and paintings.	
Year 2	The children will be using google to find key words, and develop their skills of using a search engine. (CC Geography) They will be developing their awareness of a keyboard layout and use of a mouse.		Children will learn how to program a simple computer game. The children will practise the skills needed to convert simple algorithms to programs and debug errors.		Photography: Children will be using iPads and other cameras to photograph nature, and then use apps to modify and enhance photos.	
Year 3	Children will learn how to create a PowerPoint presentation. They will devise slides that will show facts about the Ancient Greeks and their beliefs. The children will also gain an understanding of how to stay safe online.		Children will use software to complete a given task: they will learn how to create an animation that contains movement and audio. During the topic of Presenting information, the children will use a range of inputs and outputs including cameras and microphones.		Children will learn how to become safe digital communicators whilst emailing, messaging and creating a profile.	
Year 4	Use computers and iPads to research History and English topics including Black History. This will involve checking information for its relevance and modifying search strategies to ensure their searches are efficient. They will begin to understand that some internet content may be inaccurate, offensive or upsetting and what to do if they find inappropriate content.		In COMPUTING the children will learn to expand their coding techniques. Children will learn how to program a computer game which includes repetition. They will detect and debug errors to ensure their program completes the given task.		The children Year 4 will consolidate their basic Computing skills focusing on saving, opening and renaming files and keyboard skills.	
Year 5	We are cryptographers - children will be increasing their digital literacy, learning about how to keep themselves safe online, why passwords should be secure and how information on the internet can be encrypted.	We are game developers – As part of our computer science strand, children will be building on their programming skills, inventing a game which will include repetition and use of variables.	We are architects - the children will learn how to Children will use 3D design software to create their own virtual art gallery. Children will learn the importance of spatial awareness, smart/appropriate design and will also programme a virtual tour of their gallery.	We are web developers – We will be developing our understanding of how the internet works (computer science skills); children will design a website based on their Geography topic 'Extreme Earth.' This will also include incidental digital literacy learning (including which information to keep private when posting online).	We are bloggers - Working on our IT skills, children will create a blog which will document their learning about Early Islamic Civilizations. This will also include incidental digital literacy learning (including which information to keep private when posting online).	We are artists – children will continue to develop their IT skills, using different software to achieve their objectives. Children will use software to develop geometric art linked to our history topic - Early Islamic Civilizations.
Year 6	The children will use digital programming to recreate a Van Gogh in digital form.		The children will choose from a range of software to present information. As part of their presentation; they will include a link to a website to support their information.		The children will learn to control devices through 'Hour of Code' to enhance their knowledge of 'Real World' Computer Science, and understand how to troubleshoot bugs and create algorithms.	