

## Computing Curriculum September 2017 - In Classes Inc. Switched on ICT

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	<b>Desktop publishing</b> -Log on/off -saving/ Printing - basic text orientation & manipulation (Word) <b>ESAFETY INTRO</b>	<b>Introduction to Power point skills</b>  3.1 <b>We are researchers</b> – Researching a topic  <b>Explore &amp; introduce Espresso tools</b>	3.2 <b>We are comic writers</b> – Creating a comic strip Software: comic life/ publisher  Introduction to <b>SCRATCH</b>	Drip-feed esafety skills Touch typing (2Type/ BBC) weekly  <i>Please use ICT slots available for cross curricular lessons – research &amp; presentation.</i>		
Year3/ Year4  Year A	Drip-feed esafety skills Touch typing (2Type/ BBC) weekly  <i>Please use ICT slots available for cross curricular lessons – research &amp; presentation.</i>			4.2 <b>We are meteorologists</b> – presenting the weather  Software: Excel/ google docs	4.4 <b>We are historians</b> – Then and now: databases  Software: Excel/ google docs/Internet	4.3 <b>We are musicians</b> – producing digital music Software: Audacity/Soundation
Year5/ Year6  Year B	Drip-feed esafety skills Touch typing (2Type/ BBC) weekly - shortcuts  <i>Please use ICT slots available for cross curricular lessons – research &amp; presentation.</i>			5.2 <b>We are architects</b> – creating a virtual space	5.5 <b>We are statisticians</b> – analysing data	5.6 <b>We are traders</b> - summer fete games
Year 6	<b>ELIM – Understanding &amp; Challenges</b> <ul style="list-style-type: none"> <li>- Using LOGO</li> <li>- Deconstruct problems into steps</li> <li>- Explain &amp; program algorithms</li> <li>- Explore internet serives &amp; where internet is hosted.</li> <li>- Esafety issues</li> </ul>	6.4 <b>We are environmentalists</b> –  Modelling climate change BBC’s Climate Change Challenge – useful game.	<b>SATS revision/ Active Learn etc...</b>  Drip-feed esafety skills Touch typing (2Type/ BBC) weekly  Please use ICT slots available for cross curricular lessons – research & presentation.		<b>Esafety – preparation for secondary school</b> -Create presentation for yr3 -Visit from PCSOs - research new schools & create fact files	

ELIM: North Somerset computing curriculum planning

([https://slp.somerset.gov.uk/cypd/elim/somersetict/Site%20Pages/Computing%20Curriculum%20Primary/Primary\\_Computing\\_Planning.aspx?PageView=Shared](https://slp.somerset.gov.uk/cypd/elim/somersetict/Site%20Pages/Computing%20Curriculum%20Primary/Primary_Computing_Planning.aspx?PageView=Shared))

Esafety taught discretely.

Computing Curriculum September 2017 - PPA Inc. Switched on ICT  
(Esafety covered in 1<sup>st</sup> term of each yeargroup)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3				<b>Including general ICT skills:</b> - Spell checker, find & replace words, touch typing - shortcuts <b>E-safety</b> Technology in our lives/ safe internet searching	<b>3.5 We are communicators</b> – Here and there: communicating Software: email/ video conferencing -	<b>3.4 We are opinion pollsters</b> – Opinion polling  Software: excel/ google docs/info workshop 2000
Year 4 Year A				<b>Programming – LOGO</b> -Follow & write instructions -Repeat commands - Create simple shapes & repeating patterns. <b>Introduce SCRATCH</b>	<b>ELIM: Becoming a games designer</b> Programming – Kodu – design game Handling data – Excel Or/ <b>4.5 We are artists-</b> Fusing geometry and art Software: Scratch/pixlr	<b>Databases</b> - Create advanced databases -Ask own questions - Print screen -Graphs -Create own questionnaires
Year 5 Year B	<b>4.1 We are co-authors</b> – Producing a wiki - Media reviews <b>Recap SCRATCH</b> to use variables to increase programming possibilities use if & then commands To use logical reasoning to detect & debug programs	<b>5.1 We are photographers</b> – themed photography  Or/ <b>4.6 We are travel presenters</b> - Trip slideshow: PowerPoint	<b>5.4 we are advertisers</b> – creating an advert  Software: photo story or moviemaker/pixlr	-		
Year 6	<b>ELIM– Find out &amp; Share</b> Create a game in <b>Scratch</b> using variables (& present using Prezi) Decompose a problem to design an algorithm & Write programs Use variables Detect & Debug mistakes	<b>Flowol</b> – Inputs & outputs Program cot mobile, fire engine, light house etc...	<b>6.6 we are publishers</b> – Creating a year book  Software: publisher/ google docs/ Word/pixlr			