



Giles Junior KS2 Computing Annual Curriculum Overview

Year 3			
Unit Title	Resources	Intended Outcome	Lesson Structure
My Online Life	Chromebooks (30)	<p>Understand how to be safe and responsible online.</p> <p>Children will complete an online journal showing their understanding of their own responsibilities online.</p>	<p><u>Lesson 1</u> – What is your online identity?</p> <p><u>Lesson 2</u> – How can you build positive online relationships?</p> <p><u>Lesson 3</u> – How can I create a positive online reputation?</p> <p><u>Lesson 4</u> – What is online bullying and what can I do about it?</p> <p><u>Lesson 5</u> – Do you really know how to use the internet?</p> <p><u>Lesson 6</u> – Can technology have an impact on your health?</p> <p><u>Lesson 7</u> – How secure are you with your online information and account?</p> <p><u>Lesson 8</u> – Who owns the information on the internet?</p>
Dancing Robot	<p>I-Pads</p> <p>Chromebooks (30)</p>	<p>To understand visual coding with the Scratch Jr app.</p> <p>To create an interactive dancing robot game.</p> <p>To create a learning journal detailing the process.</p>	<p><u>Lesson 1</u> – How do games and apps work?</p> <p><u>Lesson 2</u> – What is an algorithm?</p> <p><u>Lesson 3</u> – What is sequencing and debugging?</p> <p><u>Lesson 4</u> – What is visual coding?</p> <p><u>Lesson 5</u> – What is a sprite? What is a repeat and command?</p> <p><u>Lesson 6</u> – How can I improve my game/coding?</p>
Online Detectives	Chromebooks (30)	To create a learning journal to show the art of advanced internet searching.	<p><u>Lesson 1</u> – Can you use the internet to check facts?</p> <p><u>Lesson 2</u> – Can you use the internet to identify places?</p> <p><u>Lesson 3</u> – Can you use the internet to identify a mystery person?</p> <p><u>Lesson 4</u> – Do you understand the terms and consequences of online bullying?</p> <p><u>Lesson 5</u> – Can you believe everything you read online?</p> <p><u>Lesson 6</u> – Who owns the information on the internet?</p>



Giles Junior KS2 Computing Annual Curriculum Overview

Year 4			
Unit Title	Resources	Intended Outcome	Lesson Structure
My Online Life	Chromebooks (30)	<p>Understand how to be safe and responsible online.</p> <p>Children will complete an online journal showing their understanding of their own responsibilities online.</p>	<p><u>Lesson 1</u> – What is your Online Identity?</p> <p><u>Lesson 2</u> – Can you control your own online reputation?</p> <p><u>Lesson 3</u> – How do you build safe online relationships?</p> <p><u>Lesson 4</u> – What can you do to stop online bullies?</p> <p><u>Lesson 5</u> – How do you interpret online information?</p> <p><u>Lesson 6</u> – How can you ensure technology does not take over your life?</p> <p><u>Lesson 7</u> – How can you protect your online information and accounts?</p> <p><u>Lesson 8</u> – Who owns content online?</p>
Hour of Code	Chromebooks (30)	<p>Children will work through an online visual coding course.</p> <p>Children will complete an online journal documenting how to code.</p>	<p><u>Lesson 1</u> – What is the Hour of Code?</p> <p><u>Lesson 2</u> – How can I give instructions to an on-screen sprite?</p> <p><u>Lesson 3</u> – Can you use computing vocabulary?</p> <p><u>Lesson 4</u> – How can I use code to animate the Google logo?</p> <p><u>Lesson 5</u> – How can I use code to animate in Flappy Bird?</p> <p><u>Lesson 6</u> – How can I use code to animate Code Monkey?</p>
Endangered Species (Digital animations)	Chromebooks (30) iPads (15)	<p>Children will create digital posters and produce a class film about saving the environment.</p>	<p><u>Lesson 1</u> – Can you create your own digital book?</p> <p><u>Lesson 2</u> – How can technology help me explore the world?</p> <p><u>Lesson 3</u> – How can I create great illustrations?</p> <p><u>Lesson 4</u> – How do we make a poster?</p> <p><u>Lessons 5-6</u> – How do we make a film?</p>



Giles Junior KS2 Computing Annual Curriculum Overview

Year 5			
Unit Title	Resources	Intended Outcome	Lesson Structure
My Online Life	Chromebooks (30)	<p>Understand how to be safe and responsible online.</p> <p>Children will complete an online journal showing their understanding of their own responsibilities online.</p>	<p><u>Lesson 1</u> – Online Profiles and Identity</p> <p><u>Lesson 2</u> – Online Relationships</p> <p><u>Lesson 3</u> – Online Reputation</p> <p><u>Lesson 4</u> – Online Bullying</p> <p><u>Lesson 5</u> – Managing Online Information</p> <p><u>Lesson 6</u> – Health Wellbeing and Lifestyle</p> <p><u>Lesson 7</u> - Privacy and Security</p> <p><u>Lesson 8</u> – Copyright and Ownership</p>
Coding with Scratch	<p>Chromebooks (30)</p> <p>Scratch (Teacher sets up account with resources)</p>	<p>Using Scratch – To create a simple game using Scratch.</p> <p>Game 2– Children will peer and self-review their previous game and then produce an improved version.</p>	<p><u>Lesson 1–6</u> Follow scheme</p>
Web Designer	Chromebooks (30)	<p>Understand how to use Adobe Spark to make a website.</p> <p>Completed website.</p>	<p><u>Lesson 1</u> – Is technology changing the world around us?</p> <p><u>Lesson 2</u> – What is the internet?</p> <p><u>Lesson 3</u> – What is HTML?</p> <p><u>Lesson 4</u> – What is web content?</p> <p><u>Lesson 5</u> – How can we create a website and content?</p> <p><u>Lesson 6</u> – How do you publish a website?</p>
Podcaster and Musicmaker	<p>Chromebooks (30)</p> <p>Anchor FM class account</p> <p>Headphones (30)</p>	<p>Understand how to produce music in Soundation.</p> <p>Understand how to produce a podcast.</p> <p>Completed podcast and music track.</p>	<p><u>Lesson 1</u> – What is a podcast?</p> <p><u>Lesson 2</u> – What is a script?</p> <p><u>Lesson 3</u> – What is HTML?</p> <p><u>Lesson 4</u> – How do we record a podcast?</p> <p><u>Lesson 5</u> – What is a Music Composer?</p> <p><u>Lesson 6</u> – How is digital music made</p>



Giles Junior KS2 Computing Annual Curriculum Overview

Year 6			
Unit Title	Resources	Intended Outcome	Lesson Structure
My Online Life	Chromebooks (30)	Produce a journal to show how to respect others online and stay safe	<p><u>Lesson 1</u> - How does the internet and media shape our views?</p> <p><u>Lesson 2</u> - How can you be a good Digital Citizen?</p> <p><u>Lesson 3</u> - What does the information online say about us?</p> <p><u>Lesson 4</u> - How would you deal with online bullying?</p> <p><u>Lesson 5</u> - How do you make informed decisions online?</p> <p><u>Lesson 6</u> - Can technology impact on your health?</p> <p><u>Lesson 7</u> - How secure are you with your online information and accounts?</p> <p><u>Lesson 8</u> - Who owns the information on the internet?</p>
Information Models	Chromebooks (30)	Produce a spreadsheet that contains data, formulae and then produce graphs and charts.	<p><u>Lesson 1</u> - Naming cells (exploration of spreadsheets)</p> <p><u>Lesson 2</u> - Exploring different formulae (SUM, AVERAGE)</p> <p><u>Lesson 3</u> - Exploring different formulae (MAX, MIN, MEDIAN and MODE)</p> <p><u>Lesson 4</u> - Enter data and create formulae</p> <p><u>Lesson 5</u> - Creating Graphs and Bar Charts</p> <p><u>Lesson 6</u> - Evaluate and improve</p>
Quiz Show Host	Chromebooks (30) Teacher Kahoot accounts	Produce a quiz using an online tool.	<p><u>Lesson 1</u> - What is a quiz and what makes a good question?</p> <p><u>Lesson 2</u> - Can you create a quiz using an online tool?</p>
Coding Playgrounds	Chromebooks (30) Pupil CodeCombat accounts	Design an app. Learn text-based coding by completing an online coding course.	<p><u>Lesson 1</u> - Why is it critical children understand technology?</p> <p><u>Lesson 2</u> - Who makes all the amazing apps on the App Store?</p> <p><u>Lesson 3</u> - Can you create your own app?</p> <p><u>Lesson 4</u> - Can you storyboard?</p> <p><u>Lesson 5</u> - Can you create a prototype?</p> <p><u>Lesson 6</u> - Can you master text-based coding?</p>