

Chadsmead Curriculum Coverage of Computing

Computing Whole School Overview - Cycle 1

2020/21, 2022/23

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	We have confidence		We have feelings	We are healthy	We can listen	We are digital readers
Year 1/2	Computing Systems and Networks:	Creating Media:	Creating Media: Digital Painting	Programming A:	Data and Information:	Programming B:
	Technology Around Us	Digital Writing		Moving Robots	Grouping Data	Introduction to Animation
Year 3/4	Computing Systems and Networks:	Creating Media: Animation	Creating Media:	Programming A:	Data and Information: Branching Databases	Programming B:
	Connecting Computers		Desktop Publishing	Sequence in Music		Events and Actions
Year 5/6	Computing Systems	Creating Media: Vector Drawing	Creating Media:	Programming A:	Data and Information: Flat-File Databases	Programming B:
	and Networks:		Video Editing	Selection in		Selection in Quizzes
	Sharing			Physical Computing		
	Information					

Computing Whole School Overview - Cycle 2

2021/22, 2023/24

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	We can take turns		We are successful	We can drive	We can exercise	We can understand instructions
Year 1/2	Computing Systems and	Creating Media: Making Music	Creating Media:		Data and Information:	
	Networks:			Programming A:		
	IT Around Us		Digital Photography	Robot Algorithms	Pictograms	
						An Introduction to Quizzes
Year 3/4	Computing Systems and	Creating Media:	Creating Media:		Data and Information:	
	Networks:	Audio Editing	Photo Editing	Programming A:		
	The Internet			Repetition in Shapes	Data Logging	Repetition in Games
Year 5/6	Computing	Creating Media:	Creating Media:	Programming A:	Data and Information: Spreadsheets	
	Systems and			Variables in Games		
	Networks:	Web Page Creation	3D Modelling			Programming B:
	Communication			Sensing		

Chadsmead Curriculum Coverage - Early Years

Development Matters in Early Years Foundation Stage:







Technology








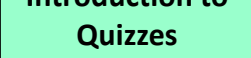
- Children recognise that a range of technology is used in places such as homes and schools.
- They select and use technology for particular purposes.

Covered throughout all units.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Cycle 1</u> 2020/21 2022/23	We have confidence		We have feelings	We are healthy	We can listen	We are digital readers
<u>Cycle 2</u> 2021/22 2023/24	We can take turns		We are successful	We can drive	We can exercise	We can understand instructions

Chadsmead Curriculum Coverage - Year 1/2

	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
	create and debug simple programs
	use logical reasoning to predict the behaviour of simple programs
	use technology purposefully to create, organise, store, manipulate and retrieve digital content
	recognise common uses of information technology beyond school
	use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle 1 2020/21 2022/23	Computing Systems and Networks: Technology Around Us	Creating Media: Digital Writing	Creating Media: Digital Painting	 Programming A: Moving Robots 	Data and Information: Grouping Data	 Programming B: Introduction to Animation 
Cycle 2 2021/22 2023/24	Computing Systems and Networks: IT Around Us	Creating Media: Making Music	Creating Media: Digital Photography	 Programming A: Robot Algorithms 	Data and Information: Pictograms	 Programming B: Introduction to Quizzes 

Chadsmead Curriculum Coverage - Year 3/4

National Curriculum - Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Cycle 1</u> 2020/21 2022/23	Computing Systems and	Creating Media: Animation	Creating Media: Desktop Publishing	Programming A:	Data and Information: Branching Databases	Programming B:
	Networks:			Sequence in Music		Events and Actions
	Connecting Computers					
<u>Cycle 2</u> 2021/22 2023/24	Computing Systems and	Creating Media: Audio Editing	Creating Media: Photo Editing	Programming A:	Data and Information: Data Logging	Programming B:
	Networks:			Repetition in Shapes		Repetition in Games
	The Internet					

Chadsmead Curriculum Coverage - Year 5/6

National Curriculum - Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Cycle 1</u> 2020/21 2022/23	Computing Systems	Creating Media: Vector Drawing	Creating Media:	Programming A:	Data and Information:	
	and Networks:		Selection in	Programming B:		
	Sharing		Video Editing	Physical Computing		Selection in Quizzes
	Information			Flat-File Databases		
<u>Cycle 2</u> 2021/22 2023/24	Computing	Creating Media:	Creating Media:	Programming A:	Data and Information: Spreadsheets	
	Systems and	Web Page Creation		Variables in Games		Programming B:
	Networks:	3D Modelling		Sensing		
	Communication					