

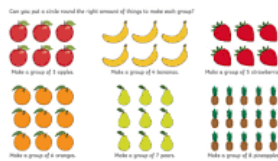






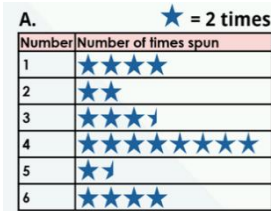


# Curriculum Overview: Computing

We use the Teach Computing curriculum to ensure that our teaching evolves at the same rate as the digital world around us and teaches children to be ready for and to embrace these changes. The units are based around **Systems and Networks**, **Computer Science** or **Information Technology**. Digital learning is not exclusive to computing lessons; key skills children are taught so that children can apply these into their learning across the curriculum and beyond school.

Year 1					
					
Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art, and making comparisons with working nondigitally	Writing short algorithms and programs for floor robots, and predicting program outcomes.	Exploring object labels, then using them to sort and group objects by properties.	Using a computer to create and format text, before comparing to writing non-digitally	Designing and programming the movement of a character on screen to tell stories.

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Year 2					
					
Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Identifying IT and how its responsible use improves our world in school and beyond.	Capturing and changing digital photographs for different purposes	Creating and debugging programs, and using logical reasoning to make predictions.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
		Safer internet day – whole school			