Cragside Church of England Primary School
"A Love of Learning and a Thirst for Knowledge"
Additional units in green

Computing Curriculum Overview 2024-2025

	Autumn 1 – Computing Systems and Networks	Autumn 2 – Creating Media	Spring 1 – Programming A	Spring 2 – Data and Information	Summer 1 – Creating Media	Summer 2 – Programming B
EYFS	Computing is not included in the EYFS Statutory Framework and therefore not included in the NCCE scheme of work. However, we offer many opportunities to introduce computational thinking, problem solving and creativity into the Early Years classroom. In School360 there are a wide range of activities for our youngest pupils to enjoy in the classroom or at home that encourage creativity, problem solving and confident use of digital devices.					
Year 1	**Technology Around Us (1.1)** Recognising technology in school and using it responsibly. **Additional Unit - Thinkuknow Unit - Jessie and Friends Episode 2**	**Digital Painting (1.2)** Choosing appropriate tools in a program to create art, and making comparisons with working nondigitally	**Moving a Robot (1.3)** Writing short algorithms and programs for floor robots, and predicting program outcomes	**Grouping Data (1.4)** Exploring object labels, then using them to sort and group objects by properties.	**Digital Writing (1.5)** Using a computer to create and format text, before comparing to writing non-digitally	**Programming Animations (1.6)** Designing and programming the movement of a character on screen to tell stories.
Year 2	**Information technology around us (2.1)** Identifying IT and how its responsible use improves our world in school and beyond. **Additional Unit - Thinkuknow Unit - Jessie and Friends Episode 3**	**Digital photography (2.2)** Capturing and changing digital photographs for different purposes.	**Robot algorithms (2.3)** Creating and debugging programs, and using logical reasoning to make predictions.	**Pictograms (2.4)** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Digital music (2.5)** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	**Programming quizzes (2.6)** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
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Year 3	**Connecting computers (3.1)*** Identifying that digital devices have inputs, processes, and outputs, and how devices can be	**Stop-frame animation (3.2)** Capturing and editing digital still images to produce a stop frame	**Sequencing sounds (3.3)** Creating sequences in a block-based programming language to make music.	**Branching databases (3.4)** Building and using branching databases to group objects using yes/no questions.	**Desktop publishing (3.5)** Creating documents and modifying text, images and page layouts for a specific purpose.	**Events and actions in programs (3.6)** Writing algorithms and programs that use a range of events to trigger sequences of actions.

	connected to make networks **Additional Unit - Play Like Share**	animation that tells a story **Additional Unit - Play Like Share (continued)**				
Year 4	**The Internet (4.1)** Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content. **Additional Unit - Connect Lesson 1**	**Audio production (4.2)** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Repetition in shapes (4.3)** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Data logging (4.4)** Recognising how and why data is collected over time, before using data loggers to carry out an investigation,	**Photo editing (4.5)** Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled,	**Repetition in games (4.6)** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
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Year 5	**Systems and searching (5.1)** Recognising IT systems in the world and how some can enable searching on the internet **Additional Unit - Connect Lesson 2**	**Video production (5.2)** Planning, capturing, and editing video to produce a short film.	**Selection in physical computing (5.3)** Exploring conditions and selection using a programmable microcontroller.	**Flat-file databases (5.4)** Using a database to order data and create charts to answer questions.	**Introduction to vector graphics (5.5)** Creating images in a drawing program by using layers and groups of objects.	**Selection in quizzes (5.6)** Exploring selection in programming to design and code an interactive quiz.
Year 6	**Communication and collaboration (6.1)** Exploring how data is transferred by working collaboratively online. **Additional Unit - Making The Right Cyber Choice**	**Web page creation (6.2)** Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.	**Variables in games (6.3)** Exploring variables when designing and coding a game.	**Spreadsheets (6.4)** Answering questions by using spreadsheets to organise and calculate data.	**3D modelling (6.5)** Planning, developing, and evaluation 3D computer models of physical objects.	**Sensing movement (6.6)** Designing and coding a project that captures inputs from physical devices.