

Curriculum Sequence

Computing

Year Group	Autumn	Spring	Summer
Online Safety (all years)	Digital Citizenship Throughout the year, pupils will focus on fundamental themes such as: self-image and identity; online relationships; online reputation; online bullying; managing online information; health, wellbeing and lifestyle; privacy and security; copyright and ownership.		
Year 5	Digital Citizenship and Online Safety <ul style="list-style-type: none"> Important themes revisited each term Computer Systems and Networks <ul style="list-style-type: none"> School systems School networks Passwords Online safety Creating media <ul style="list-style-type: none"> Vector drawing Drawing tools Layers and objects Image manipulation 	Digital Citizenship and Online Safety <ul style="list-style-type: none"> Important themes revisited each term Programming <ul style="list-style-type: none"> Repetition in games Loops Animation Designing and creating a games Data and Information <ul style="list-style-type: none"> Flat file database Paper v digital data Group, sort and search Summary data 	Digital Citizenship and Online Safety <ul style="list-style-type: none"> Important themes revisited each term Programming <ul style="list-style-type: none"> Selection quiz Loops Selection methods Plan a quiz Create a quiz
Year 6	Computer Systems and Networks <ul style="list-style-type: none"> Internet communications Web pages Creating Media <ul style="list-style-type: none"> 3D modelling 2D v 3D Tools and techniques Plan and create 3D models 	Programming <ul style="list-style-type: none"> Variables in games Variables Designing and making a game Data and Information <ul style="list-style-type: none"> Spreadsheets Cells and data Formulae 	Programming <ul style="list-style-type: none"> Sensing Micro:bits Flow of programs Design and create device

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		<ul style="list-style-type: none"> Plan and create 	
Year 7	Computing System and Networks <ul style="list-style-type: none"> Network communications Protocols Hardware Connectivity The internet The WWW Creating media <ul style="list-style-type: none"> Video Using media to gain support 	Programming <ul style="list-style-type: none"> Scratch Sequence and selection Variables Logical operators Iteration Data and Information <ul style="list-style-type: none"> Modelling data Formatting Calculations Cell references Functions 	Programming <ul style="list-style-type: none"> Scratch Subroutines Condition control loops Lists in programming Code challenge
Year 8	Computing System and Networks <ul style="list-style-type: none"> Hardware Logical operators Towards AI Data and Information <ul style="list-style-type: none"> Binary Bits Bytes Representing numbers 	Creating media <ul style="list-style-type: none"> App development GUI creation Event driven environments Passing values User input Programming <ul style="list-style-type: none"> Python Simple arithmetic Selection Iteration Variables as counters 	Creating media <ul style="list-style-type: none"> Vector graphics Basic shapes Groups Paths Product creation

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