



COMPUTING OVERVIEW EYFS

	AUTUMN	SPRING	SUMMER
	<p>TERM 1 – INTRODUCTION TO TECHNOLOGY BIG IDEA: WHAT IS A COMPUTER? End point assessment: Can I talk about what a computer is and identify its features?</p> <p>TERM 2 – USING COMPUTERS BIG IDEA: COMPUTER SYSTEMS End point assessment: Can I use a mouse and paint tools to create a picture?</p>	<p>TERM 3 - CODING BIG IDEA PROGRAMMING-CODEAPLLAR End point assessment: Can I move a robot using a simple instruction?</p> <p>TERM 4 - DIGITAL ART BIG IDEA: CREATING MEDIA End point assessment: Can I use a school programme to upload photographs?</p>	<p>TERM 5 - ANIMATION BIG IDEA: PROGRAMMING End point assessment: Can I explore animations?</p> <p>TERM 6 – CODING BIG IDEA: PROGRAMMING-BEEBOT End point assessment: Can I move a robot using directional language?</p>

	KS1		
	AUTUMN	SPRING	SUMMER
CYCLE A	<p>TERM 1 - GROUPING DATA Y1 BIG IDEA: DATA AND INFORMATION End point assessment: Can I sort objects into different groups to answer a question about data?</p> <p>TERM 2 - PICTOGRAMS (Y2) BIG IDEA: DATA AND INFORMATION End point assessment: Can I use the data presented to answer questions?</p>	<p>TERM 3 - MOVING ROBOTS (Y1) BIG IDEA: PROGRAMMING End point assessment: Can I use commands to move a robot?</p> <p>TERM 4 - INTRODUCTION TO ANIMATION (Y1) BIG IDEA: PROGRAMMING End point assessment: Can I design and program the movement of a character to tell a story?</p>	<p>TERM 5 - ROBOT ALGORITHMS (Y2) BIG IDEA: PROGRAMMING End point assessment: Does the order of commands affect the outcome?</p> <p>TERM 6 - INTRODUCTION TO QUIZZES (Y2) BIG IDEA: PROGRAMMING End point assessment: Can I give sequences of commands to have an outcome?</p>

CYCLE B	<p>TERM 1 - TECHNOLOGY AROUND US (Y1) BIG IDEA: COMPUTER SYSTEMS AND NETWORKS</p> <p>End point assessment: Can I recognise technology in school and use it responsibly?</p>	<p>TERM 3 - DIGITAL PAINTING (Y1) BIG IDEA: CREATING MEDIA</p> <p>End point assessment: Is digital painting better than painting with paint?</p>	<p>TERM 5 - DIGITAL PHOTOGRAPHY (Y2) BIG IDEA: CREATING MEDIA</p> <p>End point assessment: Can I capture and change digital photographs for a different purpose?</p>
	<p>TERM 2 - IT AROUND US (Y2) BIG IDEA: COMPUTER SYSTEMS AND NETWORKS</p> <p>End point assessment: How is IT being used for good in our lives?</p>	<p>TERM 4 - DIGITAL WRITING (Y1) BIG IDEA: CREATING MEDIA</p> <p>End point assessment: Can I use a computer to create and change text?</p>	<p>TERM 6 - MAKING MUSIC (Y2) BIG IDEA: CREATING MEDIA</p> <p>End point assessment: Which is best- creating music digitally or non-digitally?</p>
	LKS2		
	AUTUMN	SPRING	SUMMER
CYCLE A	<p>TERM 1 - BRANCHING DATABASES (Y3) BIG IDEA: DATA AND INFORMATION</p> <p>End point assessment: Can I create a branching database?</p>	<p>TERM 3 - SEQUENCE IN MUSIC (Y3) BIG IDEA: PROGRAMMING</p> <p>End point assessment: Can I use a sequence to create a program?</p>	<p>TERM 5 - REPETITION IN SHAPES (Y4) BIG IDEA: PROGRAMMING</p> <p>End point assessment: Can I create a program by planning, modifying and testing?</p>
	<p>TERM 2 - DATA LOGGING (Y4) BIG IDEA: DATA AND INFORMATION</p> <p>End point assessment: Can I review and analyse data?</p>	<p>TERM 4 - EVENTS AND ACTIONS (Y3) BIG IDEA: PROGRAMMING</p> <p>End point assessment: Can I use program extensions?</p>	<p>TERM 6 - REPETITION IN GAMES (Y4) BIG IDEA: PROGRAMMING</p> <p>End point assessment: Can I design and create a program that uses repetition?</p>
CYCLE B	<p>TERM 1 - CONNECTING COMPUTERS (Y3) BIG IDEA: COMPUTER SYSTEMS AND NETWORKS</p> <p>End point assessment: What are inputs, processes and outputs?</p>	<p>TERM 3 – STOP-MOTION ANIMATION (Y3) BIG IDEA: CREATING MEDIA</p> <p>End point assessment: How do you create a stop-frame animation using a tablet?</p>	<p>TERM 5 - AUDIO-PRODUCTION (Y4) BIG IDEA: CREATING MEDIA</p> <p>End point assessment: How are devices able to record digital audio?</p>
	<p>TERM 2 - THE INTERNET (Y4) BIG IDEA: COMPUTER SYSTEMS AND NETWORKS</p> <p>End point assessment: What is the World Wide Web?</p>	<p>TERM 4 - DESKTOP PUBLISHING (Y3) BIG IDEA: CREATING MEDIA</p>	<p>TERM 6 - PHOTO-EDITING (Y4) BIG IDEA: CREATING MEDIA</p> <p>End point assessment: What impact does editing images have?</p>

End point assessment: How and why is desktop publishing used in the real world?



UKS2

AUTUMN

SPRING

SUMMER

CYCLE A

TERM 1 - FLAT FILE DATABASES (Y5)

BIG IDEA: DATA AND INFORMATION

End of unit assessment: Can I use tools with a data base to answer questions about data?

TERM 2 - SPREADSHEETS (Y6)

BIG IDEA: DATA AND INFORMATION

End of unit assessment: Can I create and use a spreadsheet?

TERM 3 - SELECTION IN PHYSICAL COMPUTING (Y5)

BIG IDEA: PROGRAMMING

End of unit assessment: Can I use my programming knowledge to connect and program components?

TERM 4 - SELECTION IN QUIZZES (Y5)

BIG IDEA: PROGRAMMING

End of unit assessment: Can I use my programming knowledge to connect and program components?

TERM 5 - VARIABLES IN GAMES (Y6)

BIG IDEA: PROGRAMMING

End of unit assessment: Can I design a quiz in response to a given task and implement it as a program?

TERM 6 - SENSING (Y6)

BIG IDEA: PROGRAMMING

End of unit assessment: What is sensing?

CYCLE B

TERM 1 - SHARING INFORMATION (Y5)

BIG IDEA: COMPUTING SYSTEMS AND NETWORKS

End of unit assessment: How is information transferred between systems and devices?

TERM 2 - COMMUNICATION (Y6)

BIG IDEA: COMPUTING SYSTEMS AND NETWORKS

End of unit assessment: How do we communicate on the World Wide Web?

TERM 3 - VECTOR DRAWING (Y5)

BIG IDEA: CREATING MEDIA

End of unit assessment: How are vector drawings created?

TERM 4 - VIDEO EDITING (Y5)

BIG IDEA: CREATING MEDIA

End of unit assessment: How do you create short videos?

TERM 5 - 3D MODELLING (Y6)

BIG IDEA: CREATING MEDIA

End of unit assessment: How do I use a computer to create 3D models?

TERM 6 - WEB PAGE CREATION (Y6)

BIG IDEA: CREATING MEDIA

End of unit assessment: How do I create a website for a specific purpose?