



# 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		Programming B:
	Sharing			Physical Computing		Selection in Quizzes
	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: <b>Making Music</b>	Creating Media:		Data and Information:	
	Networks:			Programming A:		
	IT Around Us		Digital Photography	Robot Algorithms	Pictograms	
Year 3/4	Computing Systems and	Creating Media:	Creating Media:		Data and Information:	
	Networks:	Audio Editing	Photo Editing	Programming A:	Data Logging	Programming B:
	The Internet			Repetition in Shapes		Repetition in Games
Year 5/6	<b>Computing</b>	Creating Media:	Creating Media:	Programming A:	Data and Information: <b>Spreadsheets</b>	
	Systems and	Web Page Creation		Variables in Games		Programming B:
	Networks:		3D Modelling			Sensing
	Communication					

# 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.**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<u><b>Cycle 1</b></u> 2020/21 2022/23	We have confidence		We have feelings	We are healthy	We can listen	We are digital readers
<u><b>Cycle 2</b></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

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<u><b>Cycle 1</b></u> 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
<u><b>Cycle 2</b></u> 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

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