NUTFIELD CHURCH CE PRIMARY SCHOOL
COMPUTING CURRICULUM OVERVIEW 2018/2019

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Basic Skills Across the Year	COMMUNITY	PEACE	WISDOM	HOPE	DIGNITY	JOY
Reception Rising Stars scheme of work		Learning how to use the interactive whiteboard. Turn taking. Learning how to use the classroom CD player. Volume control.	**We can listen** Using technology to communicate verbally. **We can exercise** Using digital timers and thermometers.	**We can count** Programming a programmable toy. **We can email** Using email to communicate.	**We can understand messages** Controlling and using sound. **We can understand instructions** Controlling (kitchen) equipment.	**We are games players** Opening and closing files. **We are digital readers** Choosing and opening applications and engaging with digital texts.	**We are designers** Controlling a remote controlled toy. **We are creative** Choosing and using tools in an art application.

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Year 1	IPads/Laptops Learn how to logon, select, use and exit apps. Learn how to shutdown laptops and store away equipment safely.	Text (Information Technology) Use iPads to draw letters (children's names), type names.	Image (IT) Use iPad app to create, edit and save firework image.	Internet Safety (Digital Literacy) Personal information and keeping safe online – use Hector's World website.	Video (IT) Use iPads to record stories/role play.	Beebots (Computer Science) Programming physical and virtual toys – transport, including directions.	Coding (CS) Use Espresso Coding to investigate movement.
Year 2	Edit text, save and retrieve work Learn how to save and retrieve own work. Learn how to change font style, size and colour.	Internet Search (Digital Literacy) Use A-Z Animals website to search for African animals.	Animation (Information Technology) Use ABCya website to create animations of fireworks.	Internet Safety (DL) Personal information and keeping safe online.	Text (IT) On laptops, use Word to create, edit, save and retrieve text.	Image (IT) On laptops, use Colour Magic to create, save, retrieve and edit images.	Coding (Computer Science) Use Espresso Coding to make ship sail, car drive round circuit.

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Year 3	Internet Search Learn how to search for images and use them in own work. Typing practice.	Text (Information Technology) Use Wordle and ????? (online sites) to create and display poetry.	Coding (Computer Science) Games and animation development using Espresso Coding.	Internet Safety (Digital Literacy) Keeping safe online.	Internet Search (DL) Using search engines safely and effectively.	Video (IT) On laptops, use Photostory to create a video slideshow based on KUW/RE topic.	Image (IT) Use Colour Magic on laptops and image apps on iPads to create images and repeat patterns.
Year 4	Printing Learn how and when to print from laptops and iPads. Typing practice.	Internet Search (Digital Literacy) Checking authenticity, taking notes and avoiding plagiarism.	Coding (Computer Science) Learn Scratch (tutorials available).	Internet Safety (DL) Keeping safe online.	Video (information Technology) Use Moviemaker or iPad app to make a video of the local area.	Coding (CS) Games and animation development using Espresso Coding/Scratch.	Combining Text & Images (IT) Use Publisher to create a magazine page based on KUW/Science/ English topic.

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Year 5	Presentation Use technology to complement presentation of learning.	Coding (Computing Science) Use Scratch to create game based on class topic – Odysseus.	Combining Text & Images (Information Technology) Use Publisher to create a magazine page based on KUW/Science/English topic.	Internet Safety (Digital Literacy) Keeping safe online – using web browsers and search engines safely and effectively.	Multimedia Presentation (IT) Use PowerPoint to create an explanation of aspect of KUW/Science/RE topic.	Coding (CS) Games and animation development using Espresso Coding/Scratch.	Publishing Online (Digital Literacy) Use blog to publish work produced in class.
Year 6	Informed Decision Make informed decision as to which hardware/software to use for desired outcome.	Publishing Online (Digital Literacy) Write and publish blog of residential trip, include photos and video clips.	Multimedia Presentation (IT) Use MovieMaker to create a video of residential trip/Science explanation.	Internet Safety (DL) Keeping safe online.	Data Collection and Analysis (IT) Use Excel to record data collection, use formulae, create graphs.	Year 6 Unit Students' own choice of Multimedia / Coding Project.	Year 6 Unit Students' own choice of Multimedia / Coding Project.

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