



St Oswald's CE Primary School Computing Curriculum Overview



Cycle A

Golden Threads	E-Safety and Digital Literacy		Computer Science		Information Technology	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	<p>London's Burning</p> <p>Online safety: <i>Understand about staying safe online (Thinkuknow with Jessie and friends)</i></p> <p>Digital Writing:</p>		<p>All Creatures Great and Small</p> <p>Data Handling: <i>Collecting data of creatures and creating a tally chart, pictogram and/or block graph.</i></p>		<p>Meerkat Mail</p> <p>Programming quizzes:</p> <p>Robot Algorithms (Beebots): <i>Programming Beebots to navigate maps</i></p>	
Year 3/4	<p>All Roads Lead To Rome</p> <p>Online safety and multimedia: <i>Creating a PowerPoint to share school Online safety rules.</i></p> <p>Digital Literacy: <i>Researching and writing a guide to Rome.</i></p> <p>Computer science: <i>Coding using 'Hour of Code' games</i></p>		<p>Rainforests</p> <p>Computer science: <i>Use 2Logo to draw shapes and debug code.</i></p> <p>Digital Literacy: <i>Research a rainforest animal for a non-chronological report</i></p> <p>Online safety: <i>Online presence/ being responsible and respectful online.</i></p> <p>Data handling: <i>Create a spreadsheet and graphs about climates around the world using BBC weather and Excel.</i></p>		<p>Totally Transformed</p> <p>Visual media (+ some Music and Sound): <i>Using and modifying digital images to show change over time</i></p> <p>Online safety: <i>To understand the purpose of copyright regulations (when using digital images).</i></p> <p>Computer science: <i>Designing and evaluating our own games.</i></p>	
Year 5/6	<p>Where It All Began</p> <p>Online safety: <i>Online safety regarding safety online, cyberbullying and social media</i></p> <p>Coding: <i>Code.org coding learning courses.</i></p> <p>Systems and Searching: <i>How computers work in school, the power of the internet and searching the web.</i></p>		<p>Extreme Earth</p> <p>Computer Science: <i>Using Scratch to design a game.</i></p>	<p>Walk Like An Egyptian</p> <p>Variables in games: <i>Exploring variables when designing and coding a game.</i></p>	<p>Greece Is The Word</p> <p>Flat File Databases: <i>Using a database to order data and create charts to answer questions.</i></p>	<p>Our Digital World</p> <p>Multimedia Project: <i>Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</i></p>

Curriculum Overview

Cycle B

Golden Threads	E-Safety and Digital Literacy		Computer Science		Information Technology	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	The World and I Online safety: <i>Understand about staying safe online (Hector's World)</i> Digital Art: <i>To create a piece of music and sound effects based on the weather.</i>		Explorers Visual Media: <i>To create an animation about dinosaurs.</i> Digital Music: <i>To research different dinosaurs</i>		The Secret Garden Digital Animation/Digital Photography	
Year 3/4	Vikings Online safety: <i>School's Online safety rules</i> Visual media: <i>Create a short film/animation from images we have created</i> Digital Literacy: <i>Researching Vikings</i> Computer science: <i>Basics of coding</i>		Let's Go Eco Online safety: <i>To understand that not everything online is accurate or reliable</i> Data handling: <i>Create our own branching databases</i> Computer science: <i>Focus: Develop coding knowledge by using complex commands (including angles/distances) in a new program</i>		Incredible Journeys Online safety: <i>Online presence/ being responsible and respectful online.</i> Music and Sound: <i>To create our own podcast</i> Computer science: <i>Designing and evaluating their own games.</i>	
Year 5/6	Building Britain: 1837 - 1945 Online safety: <i>Online safety regarding safety online, cyberbullying and social media. Our digital footprint posters. Word processing skills using Google Docs and Google Slides.</i> Computer Science: <i>Coding using Rapid Router</i> Communication and collaboration: <i>Identifying and exploring how data is transferred and information is shared online.</i>		Chocolate Sensing: <i>Designing and coding a project that captures inputs from a physical device.</i>	Me, Myself and I Selection In Quizzes: <i>Exploring variables when designing and coding a game.</i>	Royals Computer Science and Data Handling: <i>Data handling using Google Sheets.</i>	I'm A Survivor Multimedia Project: <i>Creating a movie about a new creature using video software.</i>

"Science and everyday life cannot and should not be separated." Rosalind Franklin