St Jude's Catholic Primary School

Computing Subject Overview						
	Autumn		Spring		Summer	
Year 1	**Basic Computing Skills** Pupils will learn how to log in and shut down a computer accurately and begin to understand the importance of a password.	**Using text-based programs to process and format text and Images** Pupils will learn how to use a word processing program to write and format text. They will add in digital images and consider the audience for their work.	**Unplugged algorithms** Pupils will learn what an unplugged algorithm is and create and apply them to an on-screen program.	**Programming, coding & Robotics** Pupils explore how to control both physical and virtual robots with a sequence of commands. Enrichment: Bluebots Indis	**Digital Painting** Pupils will explore how to use the different tools and features in a computer based paint program to create a variety of effects	**Producing digital media**
Year 2	**What is a computer?** Pupils will be able to describe different computers and their peripherals. They will also learn about the different roles computers play in society.	**Coding algorithms**	**Scratch junior** Pupils will use the Scratch Junior app to write their own block code in a number of different cross curricula projects.	**Modifying text and images** Pupils will build on previously learnt keyboard skills and learn how to format text in a number of different ways. Pupils will also learn how to edit images.	**Storing and presenting data** Pupils will look at what data is and compare different methods of data storage. Pupils will also learn about graphs and charts.	**Presenting Information** Pupils will create a presentation of their class topic using the app Shadow Puppet EDU. Pupils will learn how to edit fonts and photos to make an

						engaging presentation. Enrichment: Apple Pencils
Year 3	**Composing emails** Pupils will explore the different advanced features of Microsoft Word. They will also use these skills to compose an email.	**Introduction to Scratch** Pupils will learn to program sprites using a range of blocks to add animation, sound and other effects.	**Prediction and Debugging** Pupils will predict and debug algorithms. Enrichment: Makey Makey	**Altering digital media** Pupils will investigate ways to alter digital images in different ways. Enrichment: Apple Pencils	**Inside a computer** Pupils will look at the history of computing and the components inside a computer.	**Publishing online content** Pupils will learn about graphic design, publishing and promoting their own content.
Year 4	**Branching databases** Pupils will learn about the concept pf branching databases and create their own using presentation software.	**Repetition and forever loops** Pupils learn to use repetition and loops when coding. Enrichment: Makey Makey and Spheros	**Designing a game** Pupils use their knowledge of Scratch to create a Formula One style game. Enrichment: Microbits	**Making a Special Effects movie** Pupils create their own videos and apply special effects to them. Enrichment: Green Screen	**Smarter Searching and Online Safety** Pupils to gain awareness of the best ways to use a search engine and to continue to develop awareness of online dangers.	**Pixel Art** Pupils create a piece of pixel artwork using a grid format
Year 5	**Create and search a database** Pupils will use Excel to create and search a database.	**Using variables** Pupils identify different types of variables. what conditionals are and understand how variables are used in computer programming.	**Coding Using Micro:Bits** Pupils to program Micro:Bit to make a variety of practical and usable devices. Enrichment: Microbits.	**Stop motion animation** Pupils will learn about all the aspects of stop motion animation. They will create their own storyboard	**World Wide Web and Internet** Pupils will learn about the difference between the World Wide Web and the Internet. They will also	**3D modelling** Pupils will learn how to draw 3D shapes and structures using CAD software such as Trimble Sketchup.

				their own story before creating their own stop frame animation.	understand what is meant by IP address.	Enrichment: 3D Print Designs
Year 6	**Creating formula in Excel** Pupils will learn how to organise data and make calculations using the application Microsoft Excel.	**Edublocks- Introduction to Python** Pupils will learn how block-based programming compares to written code. Pupils will be introduced to Python as a text-based method of programming.	**Programming a Game** Using the application Scratch, pupils will create an interactive, playable game using conditionals, variables, and operators. Enrichment: Co Spaces Microbits	**Creating a Podcasting** Pupils will produce a podcast based on a piece of writing from another curriculum area or aspect of school life. Enrichment: Green Screen	**HTML** Pupils will learn how to design a multi-page informational website, considering the layout, user experience and key features including home page, links and images.	**Social Media & Being Safe Online** Pupils will learn about the purpose of social media and different aspects of social media and how to use it safely. Enrichment: Canva