



COMPUTING CURRICULUM OVERVIEW

The intention of the Computing Curriculum at Our Lady's is to ensure children are able to use, and express themselves and develop their ideas through, information and communication technology - at a level suitable for the future workplace and as active participants in a digital world. A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate.

YEAR R

AUTUMN TERM	SPRING TERM	SUMMER TERM
Barefoot - Awesome Autumn	Barefoot - Springtime	Barefoot - Summer Fun
Barefoot - Winter Warmers	Barefoot - Busy Bodies	Barefoot - Land Ahoy

YEAR 1

AUTUMN TERM	SPRING TERM	SUMMER TERM
Technology around us (Computer systems & networks)	Digital writing (Creating media)	Moving a robot (Programming)
Digital Painting (Creating media)	Grouping Data (Data and information)	Introduction to animation (Programming)

YEAR 2

AUTUMN TERM	SPRING TERM	SUMMER TERM
Information technology around us (Computer systems & networks)	Making Music (Creating media)	Robot algorithms (Programming)
Digital photography (Creating media)	Pictograms (Data and information)	Introductions to quizzes (Programming)

YEAR 3

AUTUMN TERM	SPRING TERM	SUMMER TERM
Connecting computers (Computer systems & networks)	Desktop publishing (Creating media)	Sequence in Music (Programming)
Stop-frame animation (Creating media)	Branching Databases (Data and information)	Events and Actions (Programming)

YEAR 4

AUTUMN TERM	SPRING TERM	SUMMER TERM
The Internet (Computing systems and networks)	Audio editing (Creating Media) Podcasts on Romans	Repetition in shapes (Programming)
Photo Editing (Creating media)	Data logging (Data and information)	Repetition in games (Programming)
Around the world - Fake images.	Weather collection - The Water Cycle	

YEAR 5

AUTUMN TERM	SPRING TERM	SUMMER TERM
Sharing Information (Computing systems and networks)	Vector Drawing (Creating media)	Selection in physical computing (Programming)
Video editing (Creating media)	Flat-file databases (Data and information)	Selection in games (Programming)

YEAR 6

AUTUMN TERM	SPRING TERM	SUMMER TERM
Communication (Computing systems and networks)	Web page creation (Creating media)	Variables in Games (Programming)
3D modelling (Creating media)	Spreadsheets (Data and information)	Sensing (Programming)

