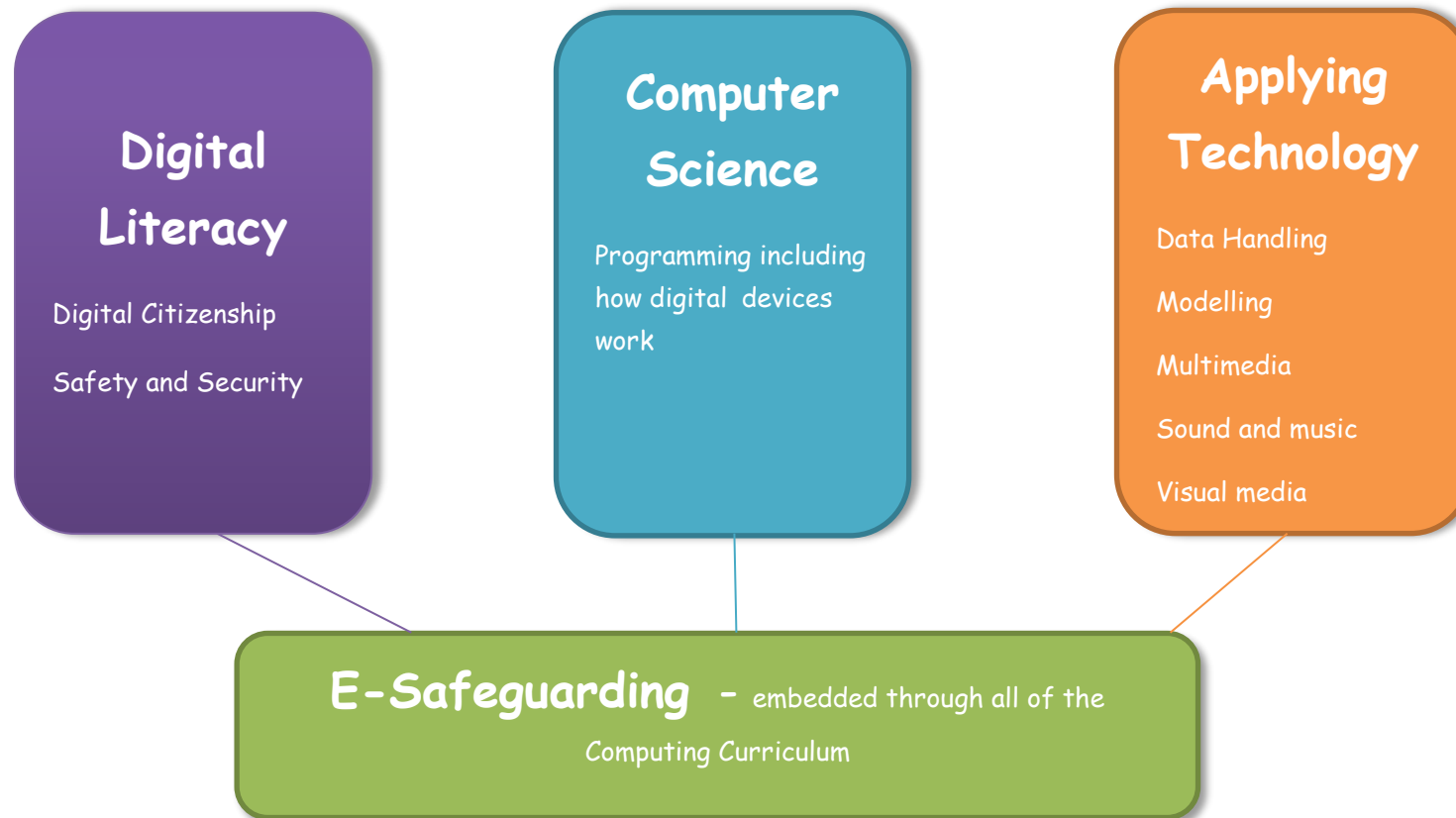


# The Computing Curriculum

The Computing Curriculum has been split into four specific areas. These areas are Digital Literacy, Computer Science, Applying Technology and E-safeguarding. Each of the areas are broken down into strands which are shown in the diagram below:



	Autumn 1st Half	Autumn 2 <sup>nd</sup> Half	Spring 1st Half	Spring 2 <sup>nd</sup> Half	Summer 1st Half	Summer 2 <sup>nd</sup> Half
Year 1	Logging on to the network Programming with Espresso Coding	I can use the computer make my work look interesting	Digital Literacy We can explore safely	I can collect and use data	I can use a beebot	I can collect sound and add it to my work
Year 2	Programming with Espresso Coding	I can combine text and graphics	Digital Literacy What's good and what's not!	I can create an interactive presentation	Programming what's inside	I can begin to research a topic using software and the internet
Year 3	Programming with Espresso Coding	I know about databases	Digital Literacy Careful communication	I can research	I can present my research	An introduction to Scratch Programming
Year 4	Programming with Espresso Coding	3d making and building	Digital Literacy Think!	Music, sound and pictures	Presenting and publishing	Programming
Year 5	Programming with Espresso Coding	Spreadsheets Including graphs	Digital Literacy Be Smart	Animation Programming Using scratch	Key Computer skills	Programming with Espresso
Year 6	Programming with Espresso Coding	How it works: networks internet and web searches	Digital Literacy Creating an E-Safety website	Graphics and sound	More Complex Animation Programming Using scratch	Programming with Espresso