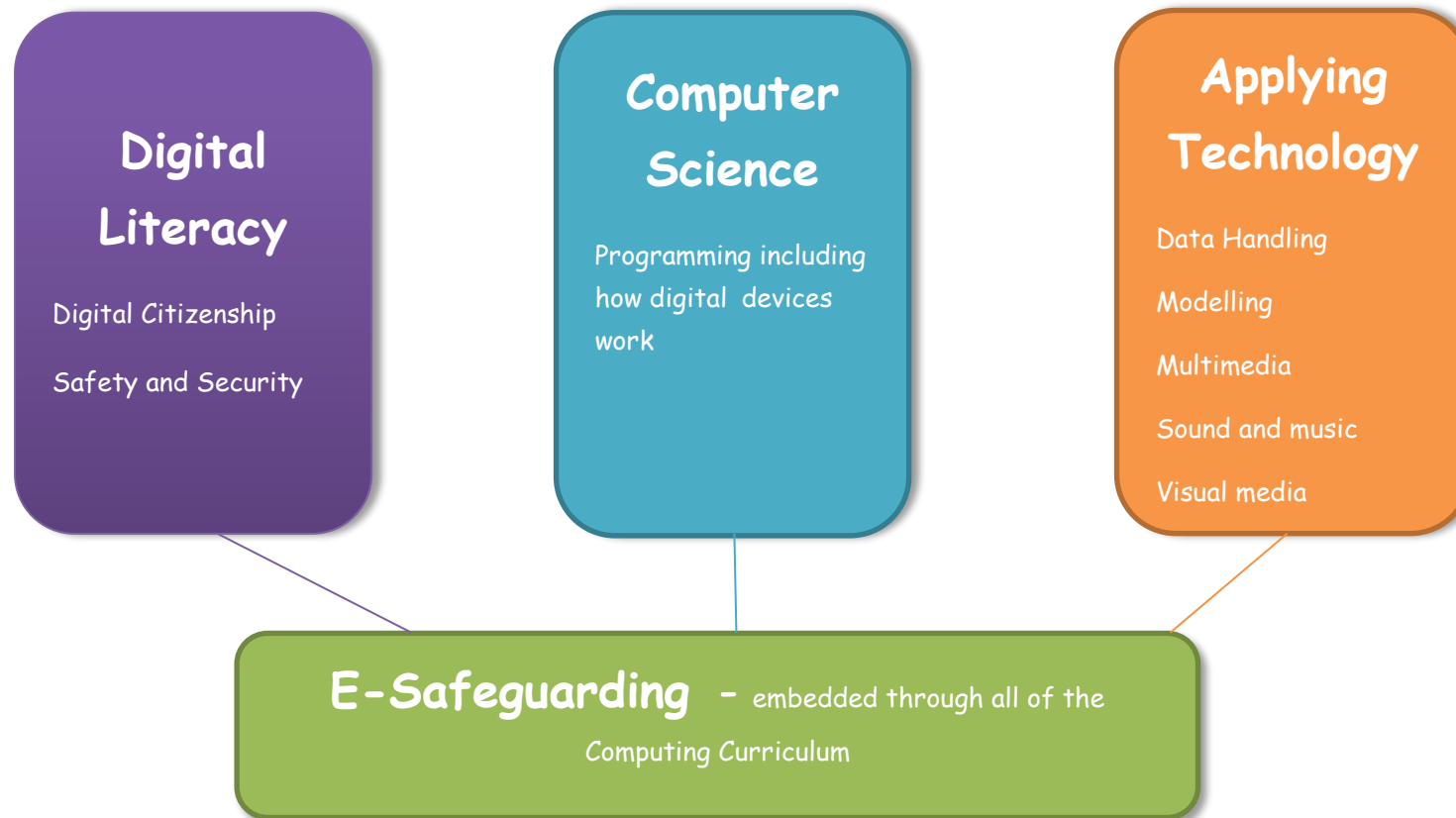


The Computing Curriculum

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 nd Half	Spring 1st Half	Spring 2 nd Half	Summer 1st Half	Summer 2 nd 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	More Coding
Year 2	Programming with Espresso Coding	I can combine text and graphics	Digital Literacy What's good and what's not!	How does a computer work	I can create an interactive presentation	More Coding
Year 3	Programming with Espresso Coding	I know about databases	Digital Literacy Careful communication	I can research and present it	Digital Media	An introduction to Scratch Programming
Year 4	Programming with Espresso Coding	3d making and building	Digital Literacy Think!	Adding Music, sound and pictures to my work	Presenting and publishing	Programming with Scratch
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 including Python	How it works: networks internet and web searches	Digital Literacy Creating an E-Safety website	Manipulating graphics and sound	More Complex Animation Programming Using Scratch	Programming with Espresso including python and html