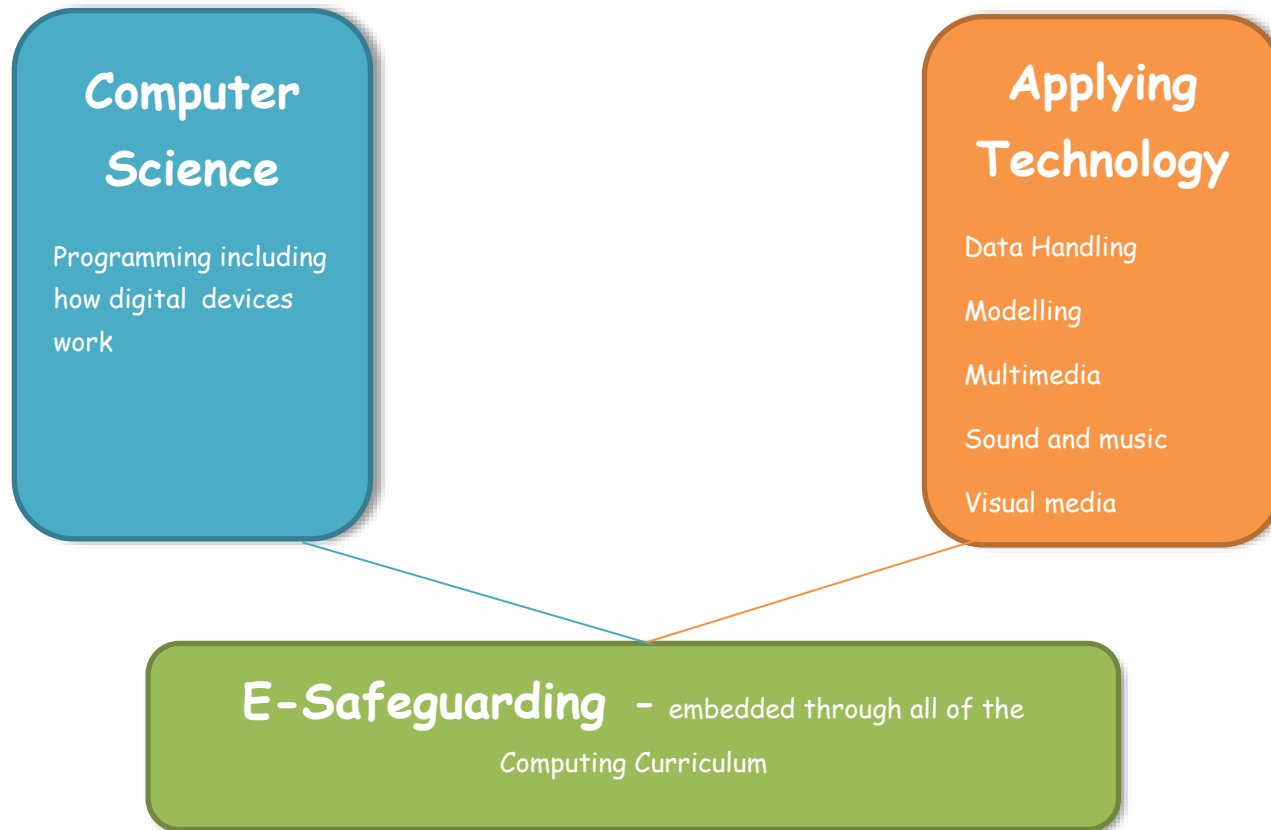


# The Computing Curriculum

The Computing Curriculum has been split into three specific areas. These areas are 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	Painting skills using a computer	I can collect and use data	I can use a beebot	More Coding
Year 2	I can use the computer make my work look interesting	Programming with Espresso Coding	How does a computer work	Digital Art	I can create an interactive presentation	More Coding
Year 3	I can combine text graphics	Programming with Espresso Coding	I know about databases	Presentation Skills	Digital Media	An introduction to Scratch Programming
Year 4	Creating Media - Photo Editing	Programming with Espresso Coding	Animation	Powerful Word Processing	Drawing and Desktop publishing	Programming with Scratch
Year 5	3d modelling using SketchUp	Programming with Espresso Coding	Computer systems and networks	Animation Programming Using Scratch	Radio Station podcast	Programming with Espresso
Year 6	Spreadsheets Including graphs	Programming with Espresso Coding	Computer Systems and networks	Manipulating graphics	More Complex Animation Programming Using Scratch	Programming with Espresso including python and html

Please note that this timetable may be adapted to ensure that pupils are caught up after Covid 19 disruption.

Internet safety will be taught as a separate subject during PSHE but will be reinforced during IT/Computing lessons.