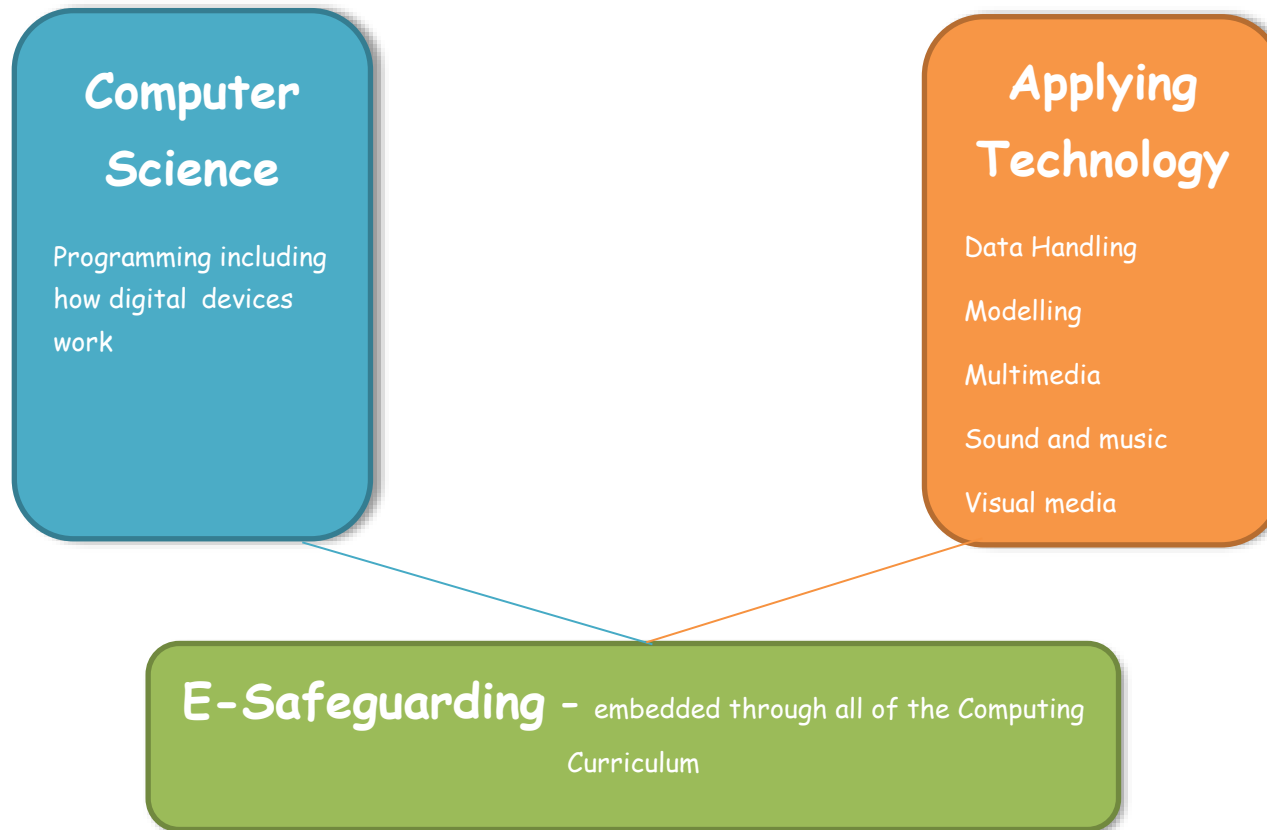


The Computing Curriculum

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 2nd Half	Spring 1st Half	Spring 2nd Half	Summer 1st Half	Summer 2nd Half
Year 1	Logging on/Mouse skills I can use the computer make my work look interesting	Programming with Discovery Coding	Painting skills using a computer	Internet Safety	More Coding with Discovery Coding	I can collect and use data
Year 2	Programming with Discovery Coding	I can combine text graphics	Digital Art	Internet Safety	More Coding with Discovery Coding	Presentation Skills
Year 3	Programming with Discovery Coding	Using text and graphics effectively	An introduction to Scratch Programming	Internet Safety	More Coding with Discovery Coding	Drawing and Desktop publishing
Year 4	Programming with Discovery Coding	Creating Media - Photo Editing	Scratch - questions and quizzes	Internet Safety	More Coding with Discovery Coding	Digital Media
Year 5	Programming with Discovery Coding	3d modelling using SketchUp	Scratch - Making Games	Internet Safety	Programming with discovery	Radio Station podcast
Year 6	Programming with Discovery Coding	Spreadsheets Including graphs	Scratch - Animated Stories	Internet Safety	Programming with Discovery including python and html	Using and applying