

Computing Curriculum Outline 2020/21

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
5	Admin Storing and Retrieving Data on MBMS network Formatting Text/Graphics, Intro to MBMS Google Apps E-safety: SMART/Netiquette Baseline test	Collaboration Using cloud computing Programming Gaming using coding blocks Scratch programming Presenting Information 2d Graphic Design	Modelling and Simulations Create a spreadsheet model to solve real life problems Presenting Information Charts and graphs	Data Handling present primary and secondary data in formatted tables, bar charts and line graphs Control Programming Lego WeDo	Control Programming Understanding Algorithms Physical Systems Flowol Computer Hardwares Understanding functions of computer components	Manipulating Sound and Digital Images Editing, images digital, sounds and music Code Combat Introduction to textual coding language functions
6	Digital Citizens E-safety Revision Reliable Internet searches Collaboration and Presentation Cloud computing Collaboration research and Online Surveys	Understanding Computers How the Internet works- cloud computing. Presenting Information 2d and 3d graphic design	Modelling Create and design a spreadsheet to solve a specific problem with different variations to support enterprise	Data Handling -collect present primary and secondary data in tables, charts and graphs Presenting Information conventions and formats 2d and 3d Graphic Design.	Physical Computing Ccrumble design, write and debug programs that control or simulate physical systems Robotics Lego Mindstorm NXT	Manipulating Sound and Digital Images Recording, editing, creating sounds and music digitally Digital art - Creating and formatting images Digital Art sculpture
7	Digital Citizens E-safety Revision Presenting Information Data and Representation File management and Viruses Modelling & Simulations Use of complex formulas/ functions (Interactive Quiz)	Understanding Computers Introduction to binary Converting Denary–Binary. ASCII Code Programming, using coding blocks E Safety Scratch	Programming and Development- Converting block coding to Pseudocode Python Introduction to textual coding language functions	Modelling Testing Hypothesis Create model to solve a specific problem to support enterprise Physical Computing Introduction to Raspberry Pi's - light shows	Data and Representation Data Representation as binary including text/graphics/sound	Raspberry Pi's (crumble) design, write and debug programs that control or simulating physical system
8	Digital Citizens Google Sites on social networking Understanding Computers Describe the stages of fetch execute cycle. Functions of computer hardware/software. Network Topology	HTML Coding /CSS Web Design on topic of E safety App Design Design an APP, or game or animation.	Programming and Development- Python Write programs using variables, operators, loops Physical Computing Raspberry PI Minecraft	Modelling Testing Hypothesis cell referencing, making predictions, data analysis Evaluate what kinds of problems can be solved using modelling	.Digital Citizens Google Sites creating eportfolios Computing: Algorithms Design solutions to problems by composition and creating sub-solutions.	Computing in the Wider Context Reflect on their own and others use of ICT adopting safe, and responsible practice Basic graphics Review a range of existing promotional products.