

Snape Wood Primary and Nursery – Excellence for All



Subject Overview: Computing

Y1/2 A		
Autumn 1	Spring 1	Summer 1
<p>Online Safety & Exploring Purple Mash - 4 lessons, 1.1</p> <ol style="list-style-type: none"> 1) Safe Logins 2) My work area 3) Purple Mash Topics 4) Purple Mash tools 	<p>Lego builders - 3 lessons, 1.4</p> <ol style="list-style-type: none"> 1) Following Instructions 2) Following and Creating Simple instructions on a computer 3) To consider how the order of instructions affects the result <p>Technology outside School - 2 lessons, 1.9</p> <ol style="list-style-type: none"> 1) What is technology 2) Technology outside school 	<p>Coding - 6 lessons, 1.7</p> <ol style="list-style-type: none"> 1) instructions 2) Objects and Actions 3) Events 4) When code Executes 5) Setting the scene 6) Using a plan
Autumn 2	Spring 2	Summer 2
<p>Effective Searching - 3 lessons, 2.5</p> <ol style="list-style-type: none"> 1) Understanding the Internet and Searching 2) Searching the Internet 3) Sharing Knowledge of the internet and effective searching 	<p>Grouping and Sorting - 2 lessons, 1.2</p> <ol style="list-style-type: none"> 1) Sorting away from the computer 2) Sorting the computer <p>Creating Pictures - 5 lessons, 2.6</p> <ol style="list-style-type: none"> 1) Introduction and impressionism 2) Pointillist Art 3) Piet Mondrian 4) William Morris and Pattern 5) Surrealism and eCollage 	<p>Coding - 6 lessons, 2.1</p> <ol style="list-style-type: none"> 1) Algorithms 2) Collision detection 3) Using a timer 4) Different Object types 5) Buttons 6) Smelly Code Debugging

Positivity • Respect • Inquisitive • Determination • Empathy

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Y3/4 A		
Autumn 1	Spring 1	Summer 1
Coding - 6 lessons 1) Using Flowcharts (3.1, lesson 1) 2) Using timers (3.1, lesson 2) 3) If statements (4.1, lesson 2) 4) Coordinates (4.1, lesson 3) 5) Code, test, debug (3.1, lesson 4) 6) Design, code, test, debug (4.1, lesson 1)	Spreadsheets - 6 lessons, 3.3 1) Creating pie charts and bar graphs 2) Advanced Mode and Cell addresses 3) The formula bar 4) Using and combining tools in 2 calculate 5) Line graphs 6) Using a spreadsheet for budgeting	Branching Databases - 4 lessons, 3.6 1) Introducing databases 2) Branching databases 3) Creating a branching database on the computer 4) Creating a branching database on the computer
Autumn 2	Spring 2	Summer 2
Online Safety - 3 lessons, 3.2 1) Safety in Numbers 2) Fact or Fiction 3) Appropriate Content and Ratings	Email - 6 lessons, 3.5 1) Communication 2) Composing emails 3) Using Email Safely pt1 4) Using Email Safely pt2 5) Attachments 6) Email simulations	Graphing - 2 lessons, 3.8 1) Introducing 2graph 2) Using 2graph in an investigation Microbits - 4 lessons, 3.10 1) Name badge 2) Beating heart 3) Emotion badge 4) Sounds and gestures

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Y5 and 6		
Autumn 1	Spring 1	Summer 1
Coding – 6 lessons 1) Coding efficiently (5.1, lesson 1) 2) Simulating a physical system (5.1, lesson 2) 3) Friction and Functions (5.1, Lesson 4) 4) Introducing strings (5.1, lesson 5) 5) Text and Variable Concatenation (5.1, lesson 6) 6) User Input (6.1, lesson 5)	Spreadsheets – 6 lessons, 5.3 1) Conversions of measurements 2) Using Formulae 3) Exploring Probability 4) Computational Modelling 5) Computational Modelling 6) Testing a hypotheses	3D modelling – 4 lessons, 5.6 1) Introducing 2Design and Make 2) Moving Points 3) Designing for a Purpose 4) Printing and Making
Autumn 2	Spring 2	Summer 2
Online Safety – 4 lessons, 5.2 1) Responsibilities and support when online 2) Protecting Privacy 3) Citing Sources 4) Reliability	Game Creator – 5 lessons, 5.5 1) Setting the scene 2) Creating the Game environment 3) The Game Quest 4) Finishing and Sharing 5) Evaluation	Concept Maps – 4 lessons, 5.7 1) Introduction to concept mapping 2) Using 2Connect 3) 2 Connect Story Mode 4) Collaborative Concept Maps