

<u>Curriculum Provision</u>		<u>Subject - Computing</u>	Key Stage 2
Year 5		Year 6	
Autumn Term			
<u>E-safety</u> Pupils start the year focusing on safe use of computers within school. Year 5 will learn how to search online safely and accurately to gain the desired search result, as well as safe use of the school computer network and email system.		<u>E-safety</u> Pupils learn about the threats of various online activities and how they can keep themselves safe. Pupils create a presentation to explain how to be E-safe.	
<u>Creating a Presentation</u> Pupils research and create a presentation about our solar system. Pupils will learn how to make effective presentations which present their information clearly, whilst keeping the audience's interest		<u>Computer Programming.</u> Pupils design a game of their own choice and plan the code required to make their game work. Pupils use Scratch programming language to code their game. Pupils then play test their game and debug any code which is not working as they had planned.	
<u>Databases</u> Pupils create and enter data into a database by monitor the weather. Pupils then create and format graphs from the data they have collected and produce a weather report.			
Spring Term			
<u>Computer Programming</u> Children learn the role of computer game developers while they design and create their own educational game and a product for the Christmas toy market using the Scratch programming language.		<u>Codes/Encryption</u> Pupils learn how computers can be used to create and decode ciphers and how codes are used in computers to secure information.	
<u>Web design</u> Pupils will look at the building blocks of web page design, looking at the code of established web pages. Through reading and editing HTML, pupils learn how websites are written and begin to make changes and designs for their own WebPages.		<u>Creating Patterns</u> Pupils learn basic written coding skills through the use of MSW LOGO. Pupils will use accurate keyboard skills to create complex patterns through control of a "turtle".	
Summer Term			
<u>Making Music</u> Pupils use LMMS computer software to create a simple musical loop, which will be used to provide a soundtrack for a video.		<u>3-D modelling</u> Pupils use 3-D modelling software to create a model of a room. Pupils will add details of the room such as location of windows and furniture within the room.	
<u>Creating a Wiki</u> Pupils work as a class to research a topic using the internet, design the layout and links of the wiki, write the content of each page of the wiki and edit the finished wiki.		<u>Blogging</u> Through research of existing examples and creating their own blog, pupils will learn how and why blogs are created and how authors write of an audience.	

<u>Curriculum Provision</u>		<u>Subject - Computing</u>		Key Stage 3	
Year 7		Year 8			
Autumn Term					
<u>E-safety</u> Pupils learn how cyber-bullying happens and what they can do to solve issues caused by cyber-bullying. Pupils create a digital comic strip .		<u>E-safety</u> Pupils use drag and drop programming to create an animation based upon the theme of e-safety when using social media.			
<u>High Level programming A</u> Pupils learn the basic commands of the programming language Python, creating their first programs. Pupils will learn to debug their own programs and create variables.		<u>Advanced High level programming</u> Pupils design and develop their own text based adventure game using Python programming.			
Spring Term					
<u>Data representation</u> Pupils investigate how a computer stores data and how that data gets represented on screen. Pupils learn how binary is used to store digital information including letters. Pupils will decode binary into English and English into binary.		<u>Data representation</u> Pupils learn how a computer uses binary to store a range of file times and will create their own images using binary. Pupils will also understand how binary is used to store images of a greater resolution and images which include a greater range of colours.			
Summer Term					
<u>High Level programming B</u> Pupils learn the basic commands of the programming language Python, creating their first programs. Pupils will learn to debug their own programs and create variables.		<u>Computer Networks</u> Pupils learn about network types, their advantages and disadvantages and where they might be used.			
<u>Computer hardware and networks</u> Pupils learn about the physical parts of a computer and how computers communicate with each other through a network.		<u>3-D Modelling</u> Pupils use Google sketch up to create 3-D models of buildings. Using Google earth images, pupils create models of buildings from the real world.			