

Computing Curriculum Outline

Year 3

Bringing images to life

To know ways in which images can be changed and how to create simple animation.

Developing communication

To have a basic understanding of how online communication works and how to use it safely and respectfully

Keeping informed

Understand the difference between data and information and become familiar with databases.

Year 4

Accuracy counts

To investigate the concept of networks and search engines on the World Wide Web. To use spreadsheet software to do simple calculations and create graphs.

Programming and games

Explore simulations and create algorithms. Write simple computer programs using sequences and repetition

Authoring

To create documents on single or multiple pages and introduce multimedia content.

Year 5

Data matters

To investigate how data is stored and searched on databases. Design, create, check and search their own database.

Robotics and systems

Investigate automated and consider the programming instructions which could control them. To create and debug algorithms and then use different programming languages to programs.

Morphing image

To investigate and edit images and film clips developing an understanding of copyright and ownership.

Year 6

Staying connected

To work as a class to build a wiki around a class topic, taking editorial responsibility for their work. To become more familiar with eSafety rules and encourage other children to keep safe online.

Information models

To use spreadsheet software to structure numeric information, making calculations using formulae and functions. Carry out 'what-if' modelling to predict outcomes and present results using graphs.

Sound works

To record and create soundscapes, incorporating different content and process sound in different ways.