




Computing Curriculum Map Lent Term 2022

Year 3	Computing: Sequence and Animation Learn to make things happen in a sequence, creating simple animations and simulations. Online Safety Learn about the SMART rules of online safety and how to stay safe when using connected devices. Touch Typing: Typing.com Pupils work through simulated lessons and activities to develop touch-typing skills.
Year 4	Computing – Introduction to Variables Learn how computers use variables to count things and keep track of what is going on, then create simple games which use a score variable. Online Safety Learn about the SMART rules of online safety and how to stay safe when using connected devices. Touch Typing: Typing.com Students work through simulated lessons and activities to develop touch-typing skills.
Year 5	Speed, Direction and Coordinates in Programming Learn how computers use numbers to represent things such as how fast things are moving, and where they are. Web Development: HTML Pupils learn to drag and drop pieces of HTML code to create simple websites Touch Typing: Typing.com Pupils work through simulated lessons and activities to develop touch-typing skills.
Year 6	Scratch: Let's Animate Pupils program a range of sprites and back drops to create a variety of animations. More complex use of iteration, conditional statements, variables and event handling is expected to enhance the program. Web Development – HTML and CSS Students learn to manually input HTML script for webpages using HTML and CSS. Script will include:

	Tagging, Headings, Paragraphs, Images, Links, Backgrounds
Year 7	<p>Programming: Scratch To write programs for a range of computer games using the skills learnt through previous tutorials. Programming skills included: Sequence, Iteration, conditional statements, variables, event handling, parallel execution, co-ordination and synchronisation (broadcast), keyboard input, Boolean logic, dynamic interaction.</p> <p>Intro to Python – Year 7 Pupils write text-based code to create programs that use basic programming constructs including: Output data; Accept input; Statements using arithmetical operators +, -, * and /; IF statement using logical comparisons of <, <=, =, <>, >, >=; IF statements using logical operators AND and OR; Nested IF statements; Organising program into Subroutines; One-dimension arrays for storing variables; Coding standards.</p>
Year 8	<p>Programming: Intro to Python – Year 8 Pupils write text-based code to create programs that use basic programming constructs including: managing different data types, selecting loops, using lists, creating functions and procedures and data handling.</p>

	<p>Computing Curriculum Map Summer Term 2020</p>
Year 3	<p>Programming Year 3 Espresso Coding Unit 2: Pupils learn to use selection to create simple games and apps.</p> <p>Touch Typing: English Type Jnr Pupils work through simulated lessons and activities to develop touch-typing skills.</p>

Year 4	<p>Programming: Logo Pupils learn to: Write a simple program in Logo to produce a line drawing; Use more advanced Logo programming, including pen up, pen down etc; Write a program to reproduce a defined problem, e.g. geometric shape/pattern.</p> <p>Programming Year 4 Espresso Coding Unit 2: Pupils learn to use repetition and loops to create simple games and apps.</p> <p>Touch Typing: English Type Jnr Students work through simulated lessons and activities to develop touch-typing skills.</p>
Year 5	<p>Web Development: HTML and CSS 1 Pupils develop their skills and consider page formatting and the use of links.</p> <p>Touch Typing: English Type Jnr Pupils work through simulated lessons and activities to develop touch-typing skills.</p>
Year 6	<p>Programming: Beginners Python Students learn to understand the process of developing programs using text-based languages, understand the importance of writing correct syntax and develop their ability to formulate algorithms for simple programs. Pupils will also need to debug existing text-based code.</p>
Year 7	<p>Understanding Computers Students learn about the elements of a computer, the CPU, understanding binary including binary addition, storage devices and convergence and new technologies.</p>
Year 8	<p>Accelerated Computer Science Pupils complete a range of tasks and tackle computing problems as a summary of key skills and concepts covered in KS2 and KS3 including: Sequencing and loops; Using functions; While loops; Nested loops; Combining IF and loops and functions; Action Commands; Variables; Debugging; Creating new programs</p>