

Computing Curriculum Map Summer Term 2024

Year 1	<p>Spreadsheets: Animated Story Books: Pupils learn to navigate a spreadsheet to input data and use basic tools such as move, lock and count.</p> <p>Animated Story Books: Pupils explore ways that digital technology can help us present our ideas and create fun animated story books.</p>
Year 2	<p>Coding: Learn to code simple games and program buttons to control objects on the screen.</p> <p>Spreadsheets: Pupils will develop their spreadsheet skills and explore new tools such as copy, paste and totalling to handle data and solve problems.</p>
Year 3	<p>Spreadsheets: Year 3 Purple Mash: Pupils learn to use tables, charts and basic formula to manipulate data.</p> <p>Programming: Year 3 Espresso Coding Unit 2: Pupils learn to use selection to create simple games and apps.</p> <p>Touch Typing: Pupils work through simulated lessons and activities to develop touch-typing skills.</p>
Year 4	<p>Spreadsheets: Year 3 Purple Mash: Pupils learn to use the formula wizard, how to format cells, create line graphs and use a spreadsheet for budgeting.</p> <p>Programming Code.org, Course 3. Computational thinking and problem solving through programming.</p> <p>Touch Typing: Students work through simulated lessons and activities to develop touch-typing skills.</p>
Year 5	<p>Web Development: HTML formatting and CSS Pupils develop their skills and consider page formatting and the use of links.</p>
Year 6	<p>Programming: Beginners Python. Students learn to understand the process of developing programs using a text-based language and develop their ability to formulate algorithms for simple programs. Pupils will also need to debug existing text-based code.</p>
Year 7	<p>Programming: Introduction to Python Pupils learn to create working programs using Python, a scripted programming language, building on the skills covered in Year 6. Pupils cover major programming concepts whilst learning the importance of syntax when using a professional computing language.</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>