Computing Curriculum Map Lent Term 2024

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	**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. **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.
Year 8	**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.