



Wavendon Gate School Computing Curriculum

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Technology around us <i>Recognising appropriate technology in school.</i>	Digital photography <i>Using an ipad to capture an image.</i>	Programming <i>Using a programmable toy.</i>	Data <i>An introduction to collecting data.</i>	Recording sounds <i>Using an ipad to record own voice.</i>	Programming <i>An introduction to programming using Scratch Jr.</i>
Year 1	Technology around us <i>Recognising technology in school and using it responsibly.</i>	Digital painting <i>Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</i>	Moving a robot <i>Writing short algorithms and programs for floor robots, predicting program outcomes.</i>	Grouping data <i>Exploring object labels, then using them to sort and group objects by properties.</i>	Digital writing <i>Using a computer to create and format text, before comparing to writing non-digitally.</i>	Programming animations <i>Designing and programming the movement of a character on screen.</i>
Year 2	Technology around us <i>Identifying IT and how its responsible use improves our world in school and beyond.</i>	Digital photography <i>Capturing and changing digital photographs for different purposes.</i>	Robot algorithms <i>Creating and debugging programs and using logical reasoning to make predictions.</i>	Pictograms <i>Creating data on tally charts and using attributes to organise and present data on a computer.</i>	Making music <i>Using a computer as a tool to explore rhythms and melodies.</i>	Programming quizzes <i>Designing algorithms and programs that use events to trigger sequences of code.</i>
Year 3	Connecting computers <i>Identifying that digital devices have inputs, processes and outputs.</i>	Stop-frame animation <i>Capturing and editing digital still images to produce a stop-frame animation.</i>	Sequencing Sounds <i>Creating sequences in a block based programming language.</i>	Branching databases <i>Building and using branching databases to group objects.</i>	Desktop publishing <i>Creating documents by modifying texts, images and page layouts.</i>	Events and actions in programs <i>Writing algorithms and programs that use a range of events.</i>
Year 4	The internet <i>Recognising the interest as a network of networks including the WWW.</i>	Audio editing <i>Capturing and editing audio to produce a podcast.</i>	Repetition in shapes <i>Using a text based language to explore count-controlled loops when drawing shapes.</i>	Data logging <i>Recognising how and why data is collected over time.</i>	Photo editing <i>Manipulating digital images and reflecting on the impact of changes</i>	Repetition in games <i>Using a block based programming language to explore count-controlled and infinite loops.</i>



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Year 5	Sharing information Identifying and exploring how information is shared between digital systems.	Video editing Planning, capturing, and editing video to produce a short film	Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	Flat-file databases Using a database to order data and create charts to answer questions.	Vector drawing Creating images in a drawing program by using layers and groups of objects.	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Internet communication Recognising how the WWW can be used to communicate and be searched to find information.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data	3D modelling Planning, developing, and evaluating 3D computer models of physical objects	Sensing Designing and coding a project that captures inputs from a physical device.