

Computing Curriculum Plan

This is a guide of what you should cover in your year group across the year. This is my suggested format, please feel free to change it as fits your class/topics.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS					Bee Bots	
Year 1	E- safety	Twinkl - Year 1 Painting	Code.org Course A (14 Lessons) Teaches basic programming concepts such as loops and events. Lessons also teach students to collaborate with others meaningfully, investigate different problem-solving techniques, persist in the face of difficult tasks, and learn about internet safety. At the end of this course, students create their very own custom game or story they can share.		Twinkl - Year 1 Programming toys	Twinkl - Year 1 Word Processing Skills
Year 2	E-safety	Using the internet	Presentation Skills	Code.org Course B (13 Lessons) Closely parallels Course A, but provides more complex unplugged activities and more variety in puzzles. Covers the basics of programming, collaboration techniques, investigation and critical thinking skills, persistence in the face of difficulty, and internet safety. At the end of this course, students create their very own custom game they can share.		Computer Art
Year 3	E-safety	Word Processing	Code.org Course C (16 Lessons) Students will create programs with loops and events. They will translate their initials into binary, investigate different problem-solving techniques, and discuss how to respond to cyberbullying. By the end of the course, students will create interactive games that they can share.		Presentation Skills	Drawing and Desktop publishing (Good cross-curricular with art)
Year 4	E-safety	Code.org Course D (19 Lessons) Students develop their understanding of algorithms, nested loops, while loops, conditionals, and events. Beyond coding, students learn about digital citizenship.		Word Processing Skills	Animation	Using and applying skills
Year 5	E-safety	Code.org Course E (14 Lessons with 11 lesson optional lead up and 2 additional follow		Internet Research and Webpage Design	Radio Station	Using and applying skills

		<p>up)</p> <p>Students will practice coding with algorithms, loops, conditionals, and events before they are introduced to functions. In the second part of the course, students design and create a capstone project they can share.</p>			
Year 6	E-safety	<p>Code.org Course F (14 Lessons with 11 lesson optional lead up and 2 additional follow up)</p> <p>Students review the use of loops, events, functions, and conditionals before learning about variables and for loops. They will investigate helpful problem-solving techniques and discuss societal impacts of computing and the internet. In the second part of this course students design and create a capstone project they can share.</p>	Spreadsheets	Film-making	Using and applying skills