



King Athelstan Computing Curriculum

	Autumn	Spring	Summer
	<p>The EYFS curriculum and progression of skills is currently under review - coming soon!</p> <p><u>Click here to see EYFS Curriculum Documents on the website for more information.</u></p> <p>Understanding the World ELG: Past and Present Children at the expected level of development will: - Talk about the lives of the people around them and their roles in society; - Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class; - Understand the past through settings, characters and events encountered in books read in class and storytelling.</p>		
Year 1	<p><u>'Marvellous Me'</u></p> <p>Using Bee-bots to complete simple algorithms using flash cards.</p>	<p><u>'Time Travellers'</u></p> <p>Saving and accessing files on a shared area.</p> <p>Using virtual algorithms with Daisy the Dinosaur.</p>	<p><u>'All Creatures Great and Small'</u></p> <p>Solving and debugging simple programs using JIT turtle.</p> <p>JIT Animate animals.</p>
Year 2	<p><u>'Where do we belong?'</u></p> <p>Creating their own algorithms, debug and reprogram algorithms.</p>	<p><u>'Diary of a London Kid'</u></p> <p>E Safety focus.</p> <p>Using technology to find, retrieve and store multimedia.</p>	<p><u>'Brave Explorers'</u></p> <p>Recording and presenting data using Microsoft Excel about a chosen famous figure.</p>
Year 3	<p><u>'Dawn of Man'</u></p> <p>Creating and sharing PowerPoint presentations.</p>	<p><u>'Wild at Heart'</u></p> <p>Using adobe draw to create their own African art.</p>	<p><u>'Do Machines Dream of Electric Sheep?'</u></p> <p>Using scratch to design simple games.</p>
Year 4	<p><u>'Revolting People of Planet Earth'</u></p> <p>Using scratch to create maze games based on an Egyptian tomb.</p>	<p><u>'Age of Empire'</u></p> <p>Creating multimedia presentations using PowerPoint, Publisher and QR Codes.</p>	<p><u>'Tales of the Bearly Believable'</u></p> <p>Creating Aztec art using Adobe Draw to enhance travel brochures.</p>
Year 5	<p><u>'The Great Invaders'</u></p> <p>Using scratch to create an 'invasion' based multimedia piece.</p>	<p><u>'Clash of the Titans'</u></p> <p>Planning, designing, creating and evaluating stop-motion films.</p>	<p><u>'The Adventures of my Other Self'</u></p> <p>E-safety - creating avatars and 'online selves'</p>



Year 6	<u>'The Unexplained'</u> With Kai's Clan, using sensors to navigate robots around Mars.	<u>'Into the Forest'</u> With Kai's Clan, using variables to navigate robots to different places and complete given tasks.	<u>'Battles That Have Shaped Our World'</u> Using Microsoft excel to plan and complete formula to create budgets for a party.
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N.B. E-Safety to be taught at the start of each term during computing lessons, through assemblies and special days e.g. Safer-internet day.