Computing at Wantage CE Primary

Revision September 2024

Skills Key: **Computer Science – Programming, Computer Science – Theory, Information Technology, Digital Literacy.**

Year/ Term	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Grouping data Exploring object labels, then using them to sort and group objects by properties	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	Programming animations Designing and programming the movement of a character on screen to tell stories	Digital writing Using a computer to create and format text, before comparing to writing non-digitally	Technology around us Recognising technology in school and using it responsibly

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Year 2	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.

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Year 3	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.

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Year 4	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.

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Year 5	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects	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	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Video production Planning, capturing, and editing video to produce a short film.

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Year/ Term	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 6	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.	Sensing movement Designing and coding a project that captures inputs from a physical device.	Communication and collaboration Exploring how data is transferred by working collaboratively online.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.