

Curriculum Overview 2020-2021

Subject: Computing

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	KS1 iAlgorithm Off computer activities to support understanding of algorithms		Y1 iWrite Creating and manipulating digital text		Y1 iProgram Creating and following algorithms, Programming physical toys	
2	Y2 iProgram Creating simple animations		Y2 iSearch Using the web to find things out		KS1 iSafe Personal information and being safe online	
3	Y3 iProgram Games and animation development		LKS iAlgorithm Sorting and splitting how problems can be solved more easily		LKS2 iSafe Staying safe online	
4	Y4 iProgram Making shapes and navigating mazes		LKS2 iSafe Staying safe online	LKS iConnect Computer Networking including the web browsers and search engines safely and effectively	LKS iData Introduction to Data representation	
5	Y5 iProgram (Unit 1) Designing and developing computer games		UKS2 iAlgorithm Searching, Sorting and Networks, Efficient Algorithms	iSafe Sessions 1-4 Staying safe in a digital world	Y5 iWeb Remixing and creating web content using HTML	Y5 iProgram (Unit 2) Designing and developing multi-level X-box games
6	Y6 iProgram Designing and developing computer games	UKS2 iAlgorithm Searching, Sorting and Networks, Efficient Algorithms	iApp Designing and developing mobile apps	iSafe Sessions 5-9 Staying safe in a digital world	iNetwork Network, data and creating web content	

These units are interchangeable with and can be supplemented by the iCompute for iPad units

*Due to the impact of COVID19 on sharing school equipment and the need to familiarise pupils with our online Remote Learning platform, there will be a reduced timetable.