



Computing Curriculum



Topic - Step Right Up!
Year 1 - Autumn
Subject - Computing



Prior Learning	There is no prior learning for this term as the children have used iPad but not been in the ICT suite nor looked at a computer. Therefore, this is a new topic for the children.
What Comes Next	In Year Two, the children will use the mouse skills that they have learnt in Year One in both Autumn and Spring topic. They will use the mouse to navigate and open a range of apps
Key Vocabulary	Username, password, mouse, left click, Google Chrome, Purple Mash, 2Paint, drawing tool, screen, keyboard

Notes and Guidance	Skills	Knowledge
In this unit, children will learn how to log onto a computer and basic mouse skills. They will navigate Purple Mash and open 2Paint to create a picture. Children will begin to explore the E-Safety SMART rules and uses of technology in life.	<ul style="list-style-type: none">Type a username and password to log into a laptop.Guide a mouse and use the left click.Open Google Chrome.Search for Purple Mash in a search engine.Log in to Purple Mash and open the program 2Paint.Use the drawing tool on Purple Mash to create a picture.Use the print function to print their picture.Explain that for most people the internet is an important part of life.Recognise examples of personal information.	<ul style="list-style-type: none">The name of each part of a laptop.What a computer is used for.What rules there are to stay safe online – SMART Rules.Personal information should be kept private.

Enrichment

During this topic the children will experience a circus workshop this provides the children with an opportunity to learn the skills involved with activities such as scarf juggling, diabolo and plate spinning



Topic - Turrets and Tiaras
Year 1 - Spring
Subject - Computing



Prior Learning	Children will have learnt how to turn a Bee Bot on and off and to turn the sound on and off. They will have learnt how to press buttons on the Bee Bot to make it move and follow a verbal instruction to programme the Bee Bot.
What Comes Next	Children will design and create their own Bee Bot mat and write an algorithm for their mat. They will test an algorithm made by someone else in their class. They will also learn to fix bugs in an algorithm.
Key Vocabulary	Algorithm, programme, destination, fix, bugs, abuse trolling, bullying, harassment.

Notes and Guidance	Skills	Knowledge
In this unit, children will be programming through the Bee-Bot application. They will learn what an algorithm is and how it is implemented on digital devices. Children will programme a Bee-Bot device to reach a destination and identify bugs when they appear.	<ul style="list-style-type: none">• Explore a Bee Bot app as an introduction to algorithms.• Input a written algorithm into a Bee Bot.• Programme a Bee Bot to get to a destination.• Identify bugs in a Bee Bot algorithm.• Explain why it is important to be kind to people online.• Explain what bullying is and describe how people may bully others.	<ul style="list-style-type: none">• Explore a Bee Bot app as an introduction to algorithms.• Input a written algorithm into a Bee Bot.• Programme a Bee Bot to get to a destination.• Identify bugs in Bee Bot algorithm.• Explain why it is important to be kind to people online.• Explain what bullying is and describe how people may bully others.

Enrichment

During this topic, the children spend a day at Warwick Castle.



Topic - Yum Yum
Year 1 - Summer
Subject - Computing



Prior Learning	In Autumn term, the children will have learnt how to type a username and password to log into a laptop as well as use a mouse navigate a computer. They will have used the keyboard to type in their username and password using capital letters and lowercase.
What Comes Next	In Year Two, the children will learn how to search an image and insert the picture function. They will use the underline feature to underline a title and type short phrases and sentences to match their ability. They will also use bullet points to show facts and save their work into the shared area.
Key Vocabulary	Microsoft Word, typing, capital letters, keys, space, enter, return, caps lock, backspace, social media, online gaming, age restriction, rationing.

Notes and Guidance	Skills	Knowledge
In this unit, children will be introduced to Microsoft Word. They will learn how to open the programme and navigate around simple options. They will practise their typing skills and learn how to type words, phrases and sentences to create a poster.	<ul style="list-style-type: none">• Recognise capital letters on a keyboard.• Type simple words correctly.• Type short phrases and sentences to match their written ability.• Type text into a basic template.• Save their work into a shared folder.• Explain what an age-restriction is.• Make decisions about whether or not statements or images found on the internet are likely to be true.	<ul style="list-style-type: none">• What the return/enter, spacebar, backspace and caps lock functions are.

Enrichment

During this topic, the children go strawberry picking; this gives them a working insight into where some of the produce used in their fruit salads comes from.



Topic – Fire and Ice
Year 2 - Autumn
Subject - Computing



Prior Learning	In Year 1, the children have begun to start learning about the different parts of a laptop and how to log on, how to open Google Chrome and use search engines effectively.
What Comes Next	In Year 3, the children will progress to manipulating images and sound on PowerPoint.
Key Vocabulary	Sound effect, clip, mixer, volume, edit, length, crop, impact, cut, layer, mix, rules

Notes and Guidance	Skills	Knowledge
In this unit, children will explore the use of sound effects in short clips. They will learn how to create their own sound effects for a purpose and search through a bank of pre-recorded sound effects. Children will learn how to mix sound effects, to create a layer of sound.	<ul style="list-style-type: none">Identify sound effects in animationsUse Chrome to search for sound effectsChoose sound effects that are suitable to a specific task and add effects to a mixerEdit the volume and length of a sound effectRecord their own sound effectsUse sound effects to add impact to a story retelling (Rainbow Bird story)Explain the simple rules for using technology.	<ul style="list-style-type: none">What sound effects are used for and where they can be foundHow sound effects are createdImpact sound effects have on films, animations etc.Sound effect terminology – volume, edit, cut, crop, layer, mixThe benefits of rationing time spent online.The internet can be used to communicate with people they don't know well

Enrichment

During this topic, children go on a visit to Aston Hall where they tour the hall; handle historical artefacts and complete drama and art activities based on the Great Fire of London. The fire brigade visits the children to discuss fire safety and how fire safety equipment has changed since the Great Fire of London.



Topic – Into the Wild
Year 2 - Spring
Subject - Computing



Prior Learning	In Year 1, the children recognised capital letters on the keyboard, type simple words correctly and type text into a basic template.		
What Comes Next	In Year 3, the children begin to use two hands when typing on a Microsoft word document. The children will also edit text to add colour, size and style. In addition to this, the children will learn what cut, copy and paste means.		
Key Vocabulary	Image, insert, underline, bullet point, save, enter, bold, italics, fact file, digital foot print		
Notes and Guidance		Skills	Knowledge
In this unit, children will build on their Word Processing skills learned in Year 1. They will learn how to insert a picture into Microsoft Word and how to create and present a fact-file. Children will find out about digital footprints and see suitable examples of what online bullying behaviour could look like.		<ul style="list-style-type: none">• Search for an image using the insert picture function• Use the underline feature on a title• Type short phrases and sentences to match written ability• Use bullet points to present facts• Save work into a shared folder• Give examples of what bullying behaviour could look online.• Talk about how the internet can also be a negative place where bullying can take occur, which can have a negative impact on mental health.	<ul style="list-style-type: none">• What the return/enter, space bar, backspace and cap lock functions are.• Text can be changed using Bold, Italics and Underline feature.• Information can be presented in a variety of ways in Microsoft Word, including: posters, fact-files, book-lets, pamphlets and stories etc.• What a digital footprint is and how information online can last for a long time.• Where to go for help with online bullying, including teachers and parents.
Enrichment During this topic, the children will visit the safari park to see the animals learnt about in class in a real-life setting.			



Topic – Buckets and Spades
Year 2 – Summer
Subject – Computing



Prior Learning	In Year 1, the children learn how to turn a Bee-Bot on and off and how to turn the sound on and off. In addition to this, the children in Year 1 have learnt how to press buttons to make a Bee-Bot move and follow a verbal instruction to programme a Bee-Bot.		
What Comes Next	In Year 3, the children will write their own algorithm using 2Logo on Purple Mash to control an on-screen turtle. In addition to this, the children will identify patterns in an algorithm and predict the outcome of an algorithm.		
Key Vocabulary	Peer test, debug, identity, imaginary, real		
Notes and Guidance		Skills	Knowledge
In this unit, children will revisit the use of Bee-Bots and begin to create their own algorithms to programme. They will create their own Bee-Bot mats and provide an algorithm for a peer to test. Children will learn how to identify and fix bugs in the algorithms and re-write their instructions.		<ul style="list-style-type: none">• Design and create a Bee-Bot mat• Write a Bee-Bot algorithm for their mat• Peer test an algorithm to identify bugs• Fix bugs in an algorithm• Explain how other people's identity online, may be different in real life.• Start to give examples of age-restricted content.	<ul style="list-style-type: none">• What an algorithm is• How algorithms are implemented on digital devices• How to identify bugs in an algorithm• What a 'bug' is• How to debug an algorithm• The difference between things online, that are imaginary or real.
Enrichment During this topic, the children will visit a beach location to have first-hand experiences of some of the geographical and scientific features they have learnt about. They also spend time creating their own sand sculptures.			



Topic - Prehistoric Britain
Year 3 – Autumn Term
Subject - Computing



Prior Learning	This is the first time the children will have completed a data topic.	
What Comes Next	In Year 5, children will create an online quiz, analyse answers to generalise data that will be used within an excel spreadsheet. The children will use the data to create a bar graph or a pie chart.	
Key Vocabulary	Microsoft Excel, interpret, numerical data, spreadsheet, table, bar graph.	
Notes and Guidance		Skills
In this unit, children will be introduced to Microsoft Excel. They will learn how to interpret numerical data, input it onto a spreadsheet and create a table to display this data. Children will know how to protect their identify online, through the use of avatars, passwords and nicknames.		<ul style="list-style-type: none">• Search for and open Microsoft Excel.• Interpret numerical data and understand what it means.• Input numerical data accurately onto a spreadsheet in Microsoft Excel.• Create a table to sort and display data that has been inputted.• Save their work into a shared folder.
		<ul style="list-style-type: none">• How data can be collected, such as questionnaires, interviews, documents, observations etc.• Data can be presented in a variety of ways, including: tables, pie charts, bar graphs etc.• Data can be in text form, pictures or numerical.• How to consider the effect of their online actions on others.

Enrichment

During this topic, the children will go on a trip to Sheepwash Farm where they learn more about the animals live there and how crops are grown and harvested on the farm.



Topic – James & The Giant Peach
Year 3 – Spring Term
Subject – Computing



Prior Learning	In Year 2, children use algorithms to program BeeBots. They will have created and tested BeeBot algorithms and learnt to identify and fix any bugs.
What Comes Next	Children will move on to explore Scratch and create a scene including a sprite using different effects.
Key Vocabulary	Turtle, command, pattern, outcome, predict, procedure, algorithm.

Notes and Guidance	Skills	Knowledge
This unit has a programming focus. The children will learn how to control a turtle using onscreen commands; learn how to identify patterns and predict the outcome of an algorithm and look at real life examples of algorithms and try to identify what the algorithm could achieve.	<ul style="list-style-type: none">• Write their own algorithm using 2Logo on purple mash.• Control an onscreen 'turtle' using screen commands.• Identify patterns in an algorithm.• Predict the outcome of an algorithm.• Create a 'procedure' on 2Logo.	<ul style="list-style-type: none">• The types of commands on 2Logo including BK, FD, LT, RT, RPT.• How to share and save their logo.• Where algorithms may appear in real life such as: a vending machine, traffic lights, recipes, online shopping and games.

Enrichment

During this topic, the children will go on a trip to Sheepwash Farm where they learn more about the animals live there and how crops are grown and harvested on the farm.

Topic – Ancient Greece
Year 3 – Summer Term
Subject – Computing



Prior Learning	In Year 2, children will have learnt how to insert a picture into Microsoft word and how to create and present a fact file. They will have to learn different functions on the keyboard.
What Comes Next	Children will create a PowerPoint presentation including slide transitions. They will add and format backgrounds and insert video links.
Key Vocabulary	Microsoft PowerPoint, Smart Art, timeline, text sequence, copy, paste, remove background, filter, enlarge, spelling, grammar, avatar, nickname.

Notes and Guidance	Skills	Knowledge
In this unit, children will be introduced to Microsoft PowerPoint to present information. They will learn how to create a timeline, insert text and images and edit their images using the crop feature. Children will continue to develop their typing skills and practice typing using both hands on the keyboard.	<ul style="list-style-type: none"> • Begin to use two hands when typing on a keyboard. • Search for and open Microsoft PowerPoint. • Choose and insert a smart art to create a timeline of events. • Add text to their chosen smart art. • Edit text colour, size and style to match their chosen theme. • Insert and sequence images in a timeline. • Edit an image using the 'crop' picture. • Explain the difference between what it means to 'know someone' online versus in real life. 	<ul style="list-style-type: none"> • What cut, copy and paste means. • How to position their hands on a keyboard for effective typing. • Pictures can be edited to achieve a desired effect including: crop, remove background, filter, enlarge etc. • If a word is underlined, there could be an issue with spelling or grammar. • How to protect their identity online through the use of avatars, passwords and nicknames. • The risks of excessive time spent online.

Enrichment

During this topic, the children will plan and participate in a 'Living Museum' event which parents will be invited to at the end of the topic where they will show case aspects of life during Ancient Greek times.



Topic – Roman Empire
Year 4 - Autumn Term
Subject - Computing



Prior Learning	During autumn term last Year, the children focused on data. They searched, interpreted, inputted, created and saved work.
What Comes Next	During autumn term next Year, the children will focus on word processing and presentation. They will insert a textbox, header and text box, locate images and type longer passages.
Key Vocabulary	Map, data, title, template, animated, graphics, present, interactive, opinion, belief, fact.

Notes and Guidance	Skills	Knowledge
	<ul style="list-style-type: none">Log into VISME using a user name and passwordNavigate a menu to choose a mapEdit map data to reflect their chosen informationAdd a title and text to their map templateInsert animated graphics to visually enhance their map templatePresent their map to a peer groupAnalyse information and differentiate between opinion, beliefs and fact.	<ul style="list-style-type: none">What interactive maps are used for, including: presenting statistics, weather reports, news reports etc.A variety of resources can be made interactives including images, text, charts etc.What a strong password looks like and the importance of having different passwords.People sometimes behave differently online, including by pretending to be someone they're not.

Enrichment

During this topic, the children will go on a visit to Lunt Roman Fort to see primary sources and learn more about the Roman Empire.



Topic – Water
Year 4 – Spring Term
Subject – Computing



Prior Learning	During spring term last year, the children focused on programming. They wrote, controlled, identified, predicted and created a procedure on 2logo.
What Comes Next	During spring term next year, the children will focus on multimedia. They will open and login to 2animate, add a background, use a variety of painting tools, add and remove frames, use the onion-skinning tool, add sound effects and alter the speed of animation frames.
Key Vocabulary	PowerPoint presentation, slide, format, transition, reliability, respectful

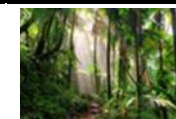
Notes and Guidance	Skills	Knowledge
In this unit, children will build on their previously learned skills using Microsoft PowerPoint. They will create a presentation including the use of slide transitions to enhance their project. Children will learn about how their identities could be impersonated online and how to report any suspicious behaviour.	<ul style="list-style-type: none">• Use two hands when typing on the keyboard with more confidence.• Create a PowerPoint presentation to demonstrate their knowledge• Add background to a slide using the 'format background feature'• Edit an inserted image using the remove background feature• Locate a video on line and insert a video link into their presentation• Add transitions between slides to visually enhance their presentation• Give examples of how to be respectful to others online.	<ul style="list-style-type: none">• How presentations are used in everyday life such as schools, universities and other professions• The importance of visually enhancing a presentation for a viewer• Facts and information must be reliability checked before presenting• What each of the coloured underlines mean• Some of the information about them online could be copied or shared by others.• Positive and negative impacts of being online.

Enrichment

During this topic, the children will learn more about Bewdley, a local area that is prone to flooding. They will visit Bewdley Museum, located in the heart of the town it provides a fascinating insight into the history and development of the town and the lives of the people who live there.



Topic – Rainforests
Year 4 – Summer Term
Subject – Computing



Prior Learning	During summer term last Year, the children focused on word processing and presentation. They began to use two hands to type, searched for and opened PowerPoint, chose and inserted a smart art, edited text colour, size and style, inserted and sequenced images in a timeline and edited an image.
What Comes Next	During summer term next Year, the children will focus on data. They will create a Kahoot quiz, host a quiz, analyse quiz answers, input data into a spreadsheet, edit and format cells, use simple formulae to solve calculations in a spreadsheet and create a bar graph or pie chart to present their data findings.
Key Vocabulary	Backdrop, sprite, size, direction, motion, tutorial, scratch, looks, events, on-line technologies, content

Notes and Guidance	Skills	Knowledge
In this unit, children will explore Scratch for the first time. They will create a scene including a sprite and use different effects, such as sound and colour changes. Children will continue to develop their knowledge around online bullying and think about how their actions online can affect others in real life.	<ul style="list-style-type: none">Log into scratch using a username and passwordChoose a suitable backdrop for their projectSelect spriteAdjust the size and direction of their sprite positioningChange the colour of their spriteCreate motion for their spriteIdentify online technologies where bullying might take place, such as social media, online gaming, texting etc.	<ul style="list-style-type: none">How on-line tutorials can support their learningWhat scratch can be utilised forThe different ways to animate a sprite including motion, looks, sounds, eventsHow content they post could affect others both online and in real life.The age-restrictions of apps and games, such as: TikTok, Fortnite and YouTube.

Enrichment

During this topic, the children will learn more about the animals that live in the rainforest through either a trip to a wildlife park or through a workshop in school (SchoolLab). The children will also have the opportunity to go on a residential trip to Bell Heath where they will take part in a range of outdoor activities including orienteering and high ropes developing skills such as independence and resilience



Topic – Blackheath and the Blitz
Year 5 - Autumn Term
Subject – Computing



Prior Learning	In Year 2, children built on their word processing skills learned in Year 1. They learned how to insert a picture into Microsoft Word and how to create a present a fact file.
What Comes Next	In Year 6, children will learn to format text using a variety of functions and use the insert tab to add media to their presentations.
Key Vocabulary	Page layout, columns, header, footer, box, shape, structure, document, article, report, produced, distributed, style, themes, right-click

Notes and Guidance	Skills	Knowledge
In this unit, children will apply their knowledge and skills learned in Microsoft Word. They will use shapes and text boxes to create a template, type in their report and add images to support their writing. Children will use effects on the page, including background colour.	<ul style="list-style-type: none">• Insert a textbox and format it to create columns• Insert a header and a footer• Insert a text box /shape to add structure to a document• Locate an appropriate image on Google Images to insert in their in their report• Type a longer passage with increasing keyboard accuracy.• Explain that for most people the internet is an integral part of life and has many benefits, both personal and professional.	<ul style="list-style-type: none">• How articles/reports are digitally produced to be distributed online and printed.• The style/theme of a document needs to be appropriate for purpose and audience. E.g. a WWII newspaper report• How to right-click an underlined word to check the spelling.

Enrichment

During this topic, the children will go on a trip to RAF Cosford Museum to learn more about WW2 and the experience of being an evacuee.



Reach for the Stars
Year 5 - Spring Term
Subject – Computing



Prior Learning	No prior learning of 2animate
What Comes Next	In Year 6, children will learn to play an animation frame by frame, explore stop motion animation and create their own stop motion animation characters using plasticine.
Key Vocabulary	Frame, onion skinning, speed, flipbook, line drawing, movement, zoetrope, honest, truthful, search engine, ranked, selected, targeted, app, website, private information.

Notes and Guidance	Skills	Knowledge
In this unit, children will be using 2Animate to create a still drawing animation. They will use paint tools to draw pictures and use multiple frames to convey movement. Children will learn how animations are created from simple line drawings and know about the history of animation.	<ul style="list-style-type: none">• Open and login to 2animate on Purple Mash• Add a background to the animation• Use a variety of painting tools to paint a picture• Add and remove frames from the animation• Use the 'Onion Skinning' tool to build on their previous frame.• Add sound effects to their animation frames• Alter the speed of their animation frames.• Explain why information found online may not always be honest or truthful.	<ul style="list-style-type: none">• How a flipbook animation works• Simple line drawings form the basis of an animation.• Animation conveys movement in pictures.• Animation can be seen as far back in the 1800s with a 'zoetrope'.• Animation is widely used in video games, cartoons and films.• What a search engine is and how information inputted is stored. (Digital Footprint)• How apps and websites may share private information.

Enrichment

During this topic, the children will go on a trip to the Space Centre in Leicester. As the UK's largest planetarium, it offers the children a first-hand experience of life under the stars.



Topic – Shields, Swords and Settlers
Year 5 - Summer Term
Subject – Computing



Prior Learning	In Year 3, children were introduced to Microsoft Excel. They learned how to interpret numerical data, input it into a spreadsheet and create a table to display this data.
What Comes Next	After consolidating their learning in Year 5, children will transition to the Key Stage 3 Computing curriculum to continue to develop their skills and knowledge in data analysis and collection.
Key Vocabulary	Quiz, true, false, multiple choice, host, generate, formulae, formula, calculation, findings, results, cell, mental health, critically, friendships, risks, helpline, cyberbullying.

Notes and Guidance	Skills	Knowledge
In this unit, children will create an online quiz and host it within a peer group. They will analyse quiz answers to generate data that will be used within an Excel spreadsheet. Children will use this data in a bar graph of pie chart to present their findings.	<ul style="list-style-type: none">• Create a Kahoot quiz with true/false/multiple choice answers• Host a quiz with true/false/multiple choice answers• Analyse quiz answers to generate data• Input data into a spreadsheet• Edit and format cells in a spreadsheet• Use simple formulae to solve calculations on a spreadsheet• Create a bar graph or pie chart to present their data findings	<ul style="list-style-type: none">• How to analyse information to generate desired results• What a formula is• Formulae have different outcomes depending on the cells selected• Advantages and disadvantages of a type of graph, such as a pie chart for percentages.• How to critically consider online friendships.• How to report online bullying.• Which helpline services can support them with cyberbullying?

Enrichment

During this topic, the children will take part in a themed day at school, where a Saxon will visit. Through character acting, questioning and role-play, the workshop immerses children in Saxon life and enhances their understanding of the time period.



Topic - Survival of the Fittest
Year 6 – Autumn
Subject - Computing



Prior Learning	Children created animations using 2animate software in Year 5. They used shapes and text boxes to create a template and add images to support their writing. Children used effects on the page, including background colour and also use text effects to create an aged black and white newspaper visual.
What Comes Next	The children will transition to the KS3 curriculum.
Key Vocabulary	Animation, story board, character, plasticine, stop-motion, credit, age-related, regulated

Notes and Guidance	Skills	Knowledge
In this unit, children will be creating their own animations using the stop-motion technique. They will create their own characters and props and use the Stop Motion Studio app to record their animations. Children will learn about the history of famous stop-motion animations and how animation has developed for use in modern technology.	<ul style="list-style-type: none">• Plan their animation frame-by-frame using storyboards.• Create their own characters using plasticine.• Use the 'Stop Motion Studio' app to record their animation.• Adapt the plasticine characters to convey movement.• Add sound effects to their animation.• Replace the background of their scene.• Add titles and credits to their animations.• Explain why social media, some computer games and online gaming, for example, are age restricted.• E-Safety - Explain why social media, some computer games and online gaming, for example, are age restricted.	<ul style="list-style-type: none">• Plan their animation frame-by-frame using storyboards.• Create their own characters using plasticine.• Use the 'Stop Motion Studio' app to record their animation.• Adapt the plasticine characters to convey movement.• Add sound effects to their animation.• Replace the background of their scene.• Add titles and credits to their animations.• Explain why social media, some computer games and online gaming, for example, are age restricted.• E-Safety - Explain why social media, some computer games and online gaming, for example, are age restricted.

Enrichment

During this topic, the children will take part in an outwards bounds activity day where problem solving in a variety of contexts is explored.



Beyond the Great Wall
Year 6 - Spring Term
Subject - Computing



Prior Learning	In Year 4, pupils created a PowerPoint presentation to demonstrate their knowledge, adding and formatting backgrounds. They edited an inserted image using the remove background feature and located a video online, inserting a video link2 into their presentation. They also added transitions between slides to visually enhance their presentation. Year 4 pupils learnt how presentations are used in everyday life and the importance of visually enhancing a presentation for a viewer. They developed understanding of the importance of reliability when using facts and understand what each of the coloured underlines mean when editing.		
What Comes Next	Children will experience the Key Stage 3 curriculum in their high schools.		
Key Vocabulary	Design, duration, animations, peer evaluate, application, share, begin, spell check, reporting, capture.		
Notes and Guidance		Skills	Knowledge
In this unit, children will utilise all of their previous skills and knowledge learned to create a presentation. They will enhance their presentation through the use of media, transitions and animations. Children will learn about the similarities between online and face-to-face relations and how to respect others online.		<ul style="list-style-type: none">• Use Google to search for information and images for their presentation.• Format text using functions on the 'Home' tab.• Use the Insert tab to add pictures, shapes, text boxes etc. to their slides.• Change the design of their slides such as amending slide size and theme.• Add transitions between slides and alter the duration and sound of the transitions.• Use the Animations tab to animate items on their slides.• Peer evaluate a presentation and suggest ways to improve.• Demonstrate ways of reporting problems online.• Talk about how the internet can also be a negative place where online abuse, trolling, bullying and harassment can take place, which can have a negative impact on mental health.• E-Safety - Demonstrate ways of reporting problems online.• Talk about how the internet can also be a negative place where online abuse, trolling, bullying and harassment can take place, which can have a negative impact on mental health.	<ul style="list-style-type: none">• How to choose the best application for their chosen purpose.• How to save and share their documents.• How to begin their slide show from a particular slide.• Spell check can be used to check spelling and grammar in editing stages.• How to support others facing online bullying issues.• How to 'capture' bullying content as evidence.• Where to report online issues, such as CEOP, Cybersmile, and Childline.• How to critically consider online friendships and sources of information, including awareness of the risks associated with people they have never met.• The same principles apply to online relationships as face-to-face relationships, including the importance of respect for others online including when we are anonymous.
Enrichment During this topic, the children will experience Chinese food and will make and eat their own Chinese banquet.			



Topic – The American Dream
Year 6 – Summer Term
Subject – Computing



Prior Learning	In Year 4, children learnt how to log in to scratch using a user name and password. They chose a suitable backdrop for their project, selected a sprite and adjusted the size and direction of their sprite positioning. They also changed the colour of their sprite and created motion for their sprite. They know how online tutorials can support their learning, what scratch can be utilised for and the different ways to animate a sprite including motion, looks, sounds and events.
What Comes Next	Children will experience the Key Stage 3 curriculum in their high schools.
Key Vocabulary	Chase, character, left, right, up, down, variables, score, level, backdrop, message, progress, evaluate, companies, share modern, coding, integral, benefits.

Notes and Guidance	Skills	Knowledge
In this unit, children will use Scratch to create a 'Chase Game'. They will choose characters and backdrops, add scores and levels and play and evaluate their peers' games. Children will research famous game companies around the world and understand how programming is used to create famous games they may play.	<ul style="list-style-type: none">• Create their own chase game using Scratch.• Add a character and programme it to move left, right, up and down.• Choose a Sprite to chase in the game.• Add sounds to their games at chosen points.• Use the Variables function to add a scorecard to their game.• Create a new level using a different backdrop once a score has been reached.• Add a message at each level up.• Save their progress to continue working on their game.• Play and evaluate a peer's game.	<ul style="list-style-type: none">• Famous game companies around the world including Sony (Japan), Microsoft (USA), Nintendo (Japan), Activision Blizzard (USA), Ubisoft (France).• How to share their Scratch game with others around the world.• Modern day games are created through the use of programming and coding.• Why people online may present opinions as facts.• How a search engine works and how to filter results.• The purpose of the CEOP button (indecent images and consent).

Enrichment

During this topic, Year 6's residential trip to Plas Gwynant takes place. This provides our children with the opportunity to develop their resilience, confidence & independence, to raise aspirations and become more environmentally aware whilst taking part in a number of specially designed outward-bound activities such as canoeing, rock climbing and gorge walking.