

# Computing Curriculum



## Computing Subject Fingerprint

To understand the language of computing.	To use technology responsibly and safely.	To be able to program, code, debug and solve.	To select the correct hardware and software for its purpose.	To develop technologically transferable skills for the digital world.
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	Autumn	Spring	Summer
Year 1	Algorithms, Programming and Debugging	Being technology ready	Click it, Save it, Open it and Edit it
Year 2	Algorithms, Programming, Debugging and Sprites Or Staying Connected	Staying Connected Or Algorithms, Programming, Debugging and Sprites	Everyday Computing
Year 3	Let's go, Spheros <i>(Draw 1 and 2 and Block 1 and 2)</i>	Lights, Camera, Stop Action and Record	Presentations
Year 4	Spheros – Condition, Loop, Trigger, Input and Output <i>(Draw 3 and Blocks 3 + 4)</i>	Editing and Effects – iMovie and PowerPoint	Multimedia Presentations
Year 5	Spheros – Blocks to Script – IF, THEN and OTHERWISE <i>(Blocks 5 + 6)</i>	Information Streams <i>(Using Padlet)</i>	Typing, Text and Searches
Year 6	Spheros – Blocks to Python <i>(Blocks 7+8)</i>	Staying Safe and my Digital Footprint <i>(To include the content that is covered at Warning Zone)</i>	Digitally Ready and Moving On