



Sandhurst Primary School



Computing Scheme of Learning - Early Years

Nursery	Ideas and Guidance
Autumn One	Experience ICT in Classroom/Outdoor Learning area. Encourage children to talk about going online with an adult and e-Safety
Autumn Two	Introduce torches and talk pads
Spring One	Role play with tools for construction
Spring Two	Introduce Beebots
Summer One	Beebots and maps
Summer Two	Chd to take pictures on class iPad of accomplishments/ moments of pride

Reception	Ideas and Guidance
Autumn One	Experience ICT in Classroom/Outdoor Learning area. Encourage children to talk about going online with an adult and e-Safety
Autumn Two	Introduction to ICT Suite and e-Safety. Look at programs – Busy Things
Spring One	Beebots – Introduce directions, buttons and input
Spring Two	Keyboard Skills
Summer One	Children to use iPad (Video superheroes)
Summer Two	Children to practise logging on in ICT suite



Computing Scheme of Learning - Key Stage One

Year One	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Autumn One Technology around us	Technology around us	Using technology	Developing mouse skills	Using a computer keyboard	Developing keyboard skills	Using a computer responsibly
Autumn Two Digital painting	How can we paint using computers?	Using shape and lines	Making careful choices	Why did I choose that?	Painting all by myself	Comparing computer art and painting
Spring One Moving a robot	Buttons	Directions	Forwards and backwards	Four directions	Getting there	Routes
Spring Two Grouping data	Label and match	Group and count	Describe an object	Making different groups	Comparing groups	Answering questions
Summer One Digital writing	Exploring the keyboard	Adding and removing text	Exploring the toolbar	Making changes to text	Explaining my choices	Pencil or keyboard?
Summer Two Programming animations	Comparing tools	Joining blocks	Make a change	Adding sprites	Project design	Following my design

Year Two	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Autumn One Information technology around us	What is IT?	IT in school	IT in the world	The benefits of IT	Using IT safely	Using IT in different ways
Autumn Two Digital photography	Taking Photographs	Landscape or Portrait?	What makes a good photograph?	Lighting	Effects	Is it real?
Spring One Robot algorithms	Giving Instructions	Same but Different	Making Predictions	Mats and Routes	Algorithm design	Debugging
Spring Two Pictograms	Counting and comparing	Enter the data	Creating pictograms	What is an attribute?	Comparing People	Presenting Information
Summer One Digital music	How music makes us feel	Rhythms and patterns	How music can be used	Notes and tempo	Creating Digital Music	Reviewing and editing music
Summer Two Programming quizzes	Scratch Jr recap	Outcomes	Using a design	Changing a design	Designing and creating a program	Evaluating



Computing Scheme of Learning - Lower Key Stage Two

Year Three	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Autumn One Computing systems and networks – Connecting computers	How does a digital device work?	What parts make up a digital device?	How do digital devices help us?	How am I connected?	How are computers connected?	What does our school network look like?
Autumn Two Creating media – Stop-frame animation	Can a picture move?	Frame by frame	What's the story?	Picture perfect	Evaluate and make it great!	Lights, camera, action!
Spring One Programming A – Sequencing sounds	Introduction to Scratch	Programming sprites	Sequences	Ordering commands	Looking good	Making an instrument
Spring Two Data and information – Branching databases	Yes or no questions	Making groups	Creating a branching database	Structuring a branching database	Using a branching database	Two ways of presenting information
Summer One Creating media – Desktop publishing	Words and pictures	Can you edit it?	Great template!	Can you add content?	Lay it out	Why desktop publishing?
Summer Two Programming B – Events and actions in programs	Moving a sprite	Maze movement	Drawing lines	Adding features	Debugging movement	Making a project

Year Four	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Autumn One Computing systems and networks – The Internet	Connecting networks	What is the internet made of?	Sharing information	What is a website?	Who owns the web?	Can I believe what I read?
Autumn Two Creating media – Audio production	Digital recording	Recording sounds	Creating a podcast	Editing digital recordings	Combining audio	Evaluating podcasts

Spring One Programming A – Repetition in shapes	Programming a screen turtle	Programming letters	Patterns and repeats	Using loops to create shapes	Breaking things down	Creating a program
Spring Two Data and information – Data logging	Answering questions	Data collection	Logging	Analysing data	Data for answers	Answering my question
Summer One Creating media – Photo editing	Changing digital images	Changing the composition of images	Changing images for different uses	Retouching images	Fake images	Making and evaluating a publication
Summer Two Programming B – Repetition in games	Using loops to create shapes	Different loops	Animate your name	Modifying a game	Designing a game	Creating our games



Computing Scheme of Learning - Upper Key Stage Two

Year Five	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Autumn One Computing systems and networks – Systems and searching	Systems	Computer systems and us	Searching the web	Selecting search results	How search results are ranked	How are searches influenced?
Autumn Two Creating media – Video production	What is video?	Filming techniques	Using a storyboard	Planning a video	Importing and editing video	Video evaluation
Spring One Programming A – Selection in physical computing	Connecting crumbles	Combining output components	Controlling with conditions	Starting with selection	Drawing designs	Writing and testing algorithms
Spring Two Data and information – Flat-file databases	Creating a paper-based database	Computer databases	Using a database	Using search tools	Comparing data visually	Databases in real life
Summer One Creating media – Introduction to vector graphics	The drawing tools	Creating images	Making effective drawings	Layers and objects	Manipulating objects	Create a vector drawing

Summer Two Programming B – Selection in quizzes	Exploring conditions	Selecting outcomes	Asking questions	Planning a quiz	Testing a quiz	Evaluating a quiz
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Year Six	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Autumn One Computing systems and networks – Communication and collaboration	Internet addresses	Data packets	Working together	Shared working	How we communicate	Communicating responsibly
Autumn Two Creating media – Web-page creation	What makes a good website?	How would you layout your web page?	Copyright CopyWRONG?	How does it look?	Follow the breadcrumbs	Think before you link!
Spring One Programming A – Variables in games	Introducing variables	Variables in programming	Improving a game	Designing a game	Design to code	Improving and sharing
Spring Two Data and information – Introduction to Spreadsheets	What is a Spreadsheet?	Modifying spreadsheets	What's the formula?	Calculate and duplicate	Event planning	Presenting data
Summer One Creating media – 3D modelling	Introduction to 3D modelling	Modifying 3D objects	Make your own name badge	Making a desk tidy	Planning a 3D model	Make your own 3D model
Summer Two Programming B – Sensing movement	The micro:bit	Go with the flow	Sensing inputs	Finding your way	Designing a step counter	Making a step counter