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| Computing Strand | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
| Digital literacy | \*Safe logins\*My area\*Resources & icons\*Logging out\*Technology in the local community | \*Searching & sharing\*Email\*Digital footprint\*Effective searching\*Sharing information | \*Safe passwords, blogging, communicating\*Fake news, trustworthy sites\*Appropriate content and ratings\*Email communication\*Safe useAttachments\*Read and respond | \*Identify theft & **footprint**\*Malware\*Plagiarism\*Screen-time | \*Sharing content & support\***Protecting privacy**\***Citing sources** \***Reliability** | \*In game messages\*Online behaviour\***Screen time**\*Blogging (purpose and features)\*Planning a blog\*Writing a blog\*Sharing posts and commenting |
| Computer science | \*Instructions\*Objects and actions\*Events\*Execute\*Backgrounds\*Scale\*Planning | \*Algorithms\*Create program using collision detection\*Using a timer\*Different object types (**events**)\*Buttons\*Debugging | \*Flowcharts\*Timers (types)\*Repeat commands\*Code, test and debug\*Design and create an interactive scene | \*Design, test and debug\*IF statements\*Co-ordinates\*Repeat until and IF/ELSE statements\*Number variables\*Make a playable game | \*Simplify code\*Program a simulation\*Decomposition and abstraction\*Strings\*Text variables and concatenation | \*Design a playable game (timer and score, variables, selection, launchcommand\*Using functions\*Using flowcharts (debugging). Create a simulation.\*Text based adventure game\*User input |
| Information technology | \*Drawing and creating\*Animation\*Sounds\*Making a story (**backgrounds**) | \*Impressionism\*Pointillist Art (Seurat)\*Piet Mondrian (lines)\*Willian Morris (pattern)\*Surrealism (collage)\*Digital music\*Sounds and tunes (feelings)\*Soundtracks | \*Presenting create a page\*Adding media\*Add animations\*Add timings\*Create PowerPoint | \*Animating an object (hand and technology\*Add backgrounds and sounds8Stop motion animation\*Music elements (pulse, rhythm, tempo, pitch, texture)\*Rhythm & tempo\*Melody and pitch\*Compose electronic music | \*Word processing (tools)\*Images\*Edit images\*Adding text\*Adding features (text box, paragraphs, hyperlinks, contents page)\*Tables | \*Introduction to spreadsheets\*Calculations (formula)\*Modelling (model a situation)\*Organising data\*Advanced formulae (percentages, averages, max and min)\*Graphs and charts |