

The Rookeries Carleton J, I & N School

Whole School Over view Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	E – safety Read Smartie the Penguin and use the talk prompts to consider good and bad choices.	Multimedia Creating text and shapes on screen – use Paint to create images and text.	Programming Beebots	Handling data	Technology in our lives	Multimedia
Year 1	E – safety Digiduck’s big decision Playing games on the internet	Multimedia Labelling pictures – use Clicker to make electronic books	Programming How to use Roamer.	Multimedia Recount an event using Photostory	Handling data Create pictograms	Technology in our lives
Year 2	E – safety Lee & Kim	Technology in our lives Investigate uses of technology linked to a topic such as the technology to monitor weather.	Multimedia Dance mat typing to practice keyboard skills. Using word to present text and pictures.	Programming Using Roamer to draw. Roamer on screen	Handling data Textease branch to create branching database.	Multimedia Retell a story using Photostory; add music or voice over.
Technology in our lives						
Year 3	E – safety Hector’s world	Multimedia Dance mat typing to consolidate typing and keyboard skills.	Handling data Textease branch to create branching database.	Multimedia Develop use of film to retell and recount; Backdrop TV & hand held cameras.	Programming Logo- textease turtle resources.	Multimedia Using PowerPoint to present for a project

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Year 4	E - safety Captain Kara and the SMART crew	Multimedia Using PowerPoint	Handling data; Using dataloggers to collect data and present using graphs and charts	Programming Introducing Kodu	Multimedia Developing use of Podcast	Programming Flowol
Year 5	E – safety ThinkUKnow Cyber Cafe	Multimedia; Create a presentation using an online tool (e.g. Google docs) and share with others.	Handling data Introducing Excel; using spreadsheets	Programming Extending Flowol	Programming Extending Kodu	Multimedia Developing podcasts for project presentation
Year 6	E – safety Kieran’s story; Kidsmart ‘Safesearching’	Multimedia Use SMART Notebook (PC or app) to create a notebook on a particular topic, embedding sound, video, HTML and hyperlinks.	Multimedia Further develop use of film to retell and recount; Use Audacity to record music or sound and explore how to edit and repeat sounds and how to add to a video created using Windows Live Moviemaker	Handling data Creating databases and analysing data; Excel.	Programming; an introduction to text programming using Python on the Raspberry Pi to create a chatting robot.	Programming; Coder HTML CSS, the basics of building for the web with Google Coder.