



Kilmington Primary School

Computing Overview



Jackdaws Computing Overview

	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Year A	Computing systems and networks – Connecting computers (Y3) <ul style="list-style-type: none"> 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? 	Computing systems and networks – The Internet (Y4) <ul style="list-style-type: none"> Connecting networks What is the internet made of? Sharing information What is a website? Who owns the web? Can I believe what I read? 	Creating media - Stop-frame animation (Y3) <ul style="list-style-type: none"> Can a picture move? Frame by frame What's the story? Picture perfect Evaluate and make it great Lights, camera, action! 	Creating media - Audio production (Y4) <ul style="list-style-type: none"> Digital recording Recording sounds Creating a podcast Editing digital recordings Combining audio Evaluating podcasts 	Programming A - Sequencing sounds (Y3) <ul style="list-style-type: none"> Introduction to Scratch Programming sprites Sequences Ordering commands Looking good Making an instrument 	Programming A – Selection in physical computing (Y4) <ul style="list-style-type: none"> Programming a screen turtle Programming letters Patterns and repeats Using loops to create shapes Breaking things down Creating a program
Year B	Data and information – Branching databases (Y3) <ul style="list-style-type: none"> Yes or no questions Making groups Creating a branching database Structuring a branching database Using a branching database Two ways of presenting information 	Data and information – Data logging (Y4) <ul style="list-style-type: none"> Answering questions Data collection Logging Analysing data Data for answers Answering my question 	Creating media – Desktop publishing (Y3) <ul style="list-style-type: none"> Words and pictures Can you edit it? Great template! Can you add content? Lay it out Why desktop publishing? 	Creating media – Photo editing (Y4) <ul style="list-style-type: none"> Changing digital images Changing the composition of images Changing images for different uses Retouching images Fake images Making and evaluating a publication 	Programming B - Events and actions in programs (Y3) <ul style="list-style-type: none"> Moving a sprite Maze movement Drawing lines Adding features Debugging movement Making a project 	Programming B – Repetition in games (Y4) <ul style="list-style-type: none"> Using loops to create shapes Different loops Animate your name Modifying a game Designing a game Creating our games