

Hesleden Primary School – COMPUTING OVERVIEW – B

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
EYFS	ELGs: No specific ELG To be KS1 ready: - Awareness of technologies in and out of school - Awareness of cause and effect of technology - Awareness of digital storage of information – photography, digital writing and research information - Awareness of input and outputs of devices - Can use technology to express creatively and constructively					
Strand	Online Safety	I.T/Digital Literacy	Computer Science (Scratch)	I.T/Digital Literacy	Computer Science	I.T/Digital Literacy
C2	Project Evolve Let's Communicate (1) Personal Information (1) Connected Homes (2) Me and My Avatar (2)	Opening a blank document, renaming it, adding and formatting text, find and open requested apps (Keynote/Pages) (Our Story for iPad)	Introduction to Scratch (getting started, insert a backdrop, insert a sprite, hide and show)	Saving and inserting pictures into an app. Re-order pictures to suit a specific goal. Change background and font colour (Moldiv)	Algorithms and debugging (Bee Bots/Kodable) Plus, unplugged activities (Hokey Cokey/Getting up)	Create a new project, rename it, use instruments to create a simple tune (Garageband)
C3	Project Evolve Is It Ok To Use This Image? (3) Password Generation and Security (3) Savvy Search (4) Safety First (4)	Adding and formatting images/shapes to suit a specific goal. Crop images appropriately. Screenshot for purpose (Keynote/Pages) (8mm/Pixomatic)	Using repeats and when statements in Scratch (change size, animate a name, animate a character, glide around)	Add still/moving images, titles, voice-over and soundtracks into the timeline in iMovie . Format images and sounds to suit specific goal	Combining physical and digital computer science – logical reasoning, repeats and loops (Alex, Lightbot)	Create a multi-track tune in Garageband using instruments or loops. Create a voice recording and export music to use in another app
C4	Project Evolve How to Block and Report (5) Improving Online Profiles (5) Scenario Cards (6) My Digital Routine (6)	Layer objects, use and adapt templates, animations and transitions, use assets from other apps within a document, voice-over (Keynote/Pages) (ColorSplash/Moldiv)	Using if statements and adding variables to games in Scratch (make a clicker game, make a chase game, pong game, make it fly)	Edit objects in iMovie timeline using cuts, stretching and repositioning. Alter transitions and use assets from other apps in a short film	Using Microbits (step-counter) and Lego: Fix the Factory to develop computational thinking	Create a short podcast with a range of sections (voice/ music/ recordings) in Garageband