Computing Curriculum Map 2017-18

St Joseph's Catholic Primary School & Nursery

Islington Computing
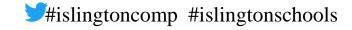
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	Start of Year Focus:	Computer Science Focus (units for 3 half terms):	Information Technology Focus (recommended Cross Curricular across the year – minimum 2 half terms): Can be whole class, group or targeted pupils			
Year 1	**Housekeeping:** Logging onto computers/devices Using LGfL username and password (USO) in school and at home Accessing subscription services such as Google Classroom. How to navigate iPads apps including seesaw.	**Programming:** Islington SoW Unit 1 Bee-bots Code.org Islington Unit 2 (onscreen turtles using resources on LGfL such as Busy Things)	**Multimedia & Word processing** Creating simple text and images focusing on skills: Locating letters, space bar, full stops, shift to enter capital letters, backspace to delete. Busy Things Focus on correctly opening application, saving work, opening a saved file	**Communication & Collaboration** Online research for topic using child-friendly search engines.	**Digital Media Graphics:** Create digital artwork Pic Collage **Audio:** Create audio to accompany a graphic. Create/explore music LGfL Busy Things	**Data** Collect information to answer a question about the class. Create pictogram, LGfL JiT
Switched On Online Safety	**Unit 1.1 - We are Year 1 rule writers** Creating rules that help us stay safe online	**Unit 1.2 – We are kind and thoughtful** Understanding the impact of our behaviour on others	**Unit 1.3 – We are responsible internet and device users** Remembering to take time out from technology	**Unit 1.4 – We are information protectors** Understanding what is meant by personal information	**Unit 1.5 – We are good digital citizens** Finding out what it means to be a good digital citizen	**Unit 1.6 – We are responsible gamers** Learning how to stay safe when playing online games
Barefoot Computing	Bee-Bot Tinkering	Bee-Bot Basics/SEND: Bee-Bot Basics	Bee-Bot Programming Crazy Character Algorithm	SEND: Bee-Bot Route Decomposition	SEND: Creating Patterns Activity	SEND: Sorting Objects Activity

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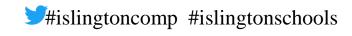# Islington Computing

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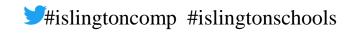| Year 2	Housekeeping: Logging onto computers/device Using LGfL username and password in school and at home Accessing subscription services such a Google Classroom. How to navigate iPad apps including seesaw.	Programming: Islington Unit 1 (Pro-bots) Code.org Islington Unit 2 (Onscreen turtles using LGFL resources, including iBoard, JIT, Busy Things)	Multimedia & Word processing creating story boards, comics, etc. LGfL Jit, Book Creator, Busy Things) Focusing on skills: Changing font size, type colour, Inserting images. Create a simple multimedia book: Inserting images and audio/video Seesaw app/ Pic Collage	Communication & Collaboration Blogs: simple contributions, text& pictures, check before posting	Digital Media Graphics: Create artwork. Pic Collage app Animation: Create a simple animation in JiT (LGfL)	Data Design and collect information for a simple questionnaire Create simple graph using JIT (LGfL), Branching database (iBoard LGfL, Mini-beasts database LGfL) Discuss data and begin to compare information.
Switched On Online Safety	Unit 2.1 – We are Year 2 rule writers Reviewing and editing our online safety guidelines	Unit 2.2 – We are not online bullies Creating a strong message against online bullying	Unit 2.3 – We are safe searchers Learning how to use search engines safely	Unit 2.4 – We are code masters Generating strong passwords and keeping them safe	Unit 2.5 – We are online behaviour experts Solving online safety problems	Unit 2.6 – We are game raters Understanding and applying the PEGI rating system for games
Barefoot Computing	Spelling Rules Algorithm ScratchJr Tinker	ScratchJr Knock Knock Joke	SEND: Lego Building Algorithms Unplugged: Decomposition	Patterns Unplugged – Elephants, Cats and Cars	Sharing Sweets Algorithm	SEND: River Crossing Activity

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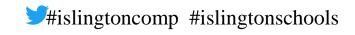| Year 3	**Housekeeping:** Logging onto computers/devices Using LGfL username and password in school and at home Accessing subscription services such as Google Classroom	**Programming**: Pro-bot Unit (Islington) Code.org Playlab Scratch Islington Y3 Unit 1 **Networks and Communications** Unit (8 lessons) Use micro:bits for physical computing	**Multimedia & Word processing** Edit images using crop, resize, re-colour G-Suite Create a video presentation using digital photographs iMovie app/ Google apps Create quiz using Kahoot! Combine audio, video and text in Book Creator	**Communication & Collaboration** Create and share story/work/project (2Publish or Word), Use microphones to record information. Use J2e5 to blog work. Online research for topic using child-friendly search engines.	**Digital Media Animation**: create complex animation PurpleMash 2Animate, JIT (LGfL Music/Sound: Create voice over and add backing track to video presentation. LGfL Audio Network microphones, GarageBand	**Data** Design and collect information for a simple questionnaire Collect data and present in a variety of formats, e.g. data loggers JiT Use a simple existing database to carry out a simple search to answer a series of questions. Quizlet/ Google Forms
Switched On Online Safety	**Unit 3.1 – We are Year 3 rule writers** Reviewing and editing our online safety rules	**Unit 3.2 – We are digital friends** Developing an awareness of online bullying	**Unit 3.3 – We are internet detectives** Assessing the trustworthiness of websites	**Unit 3.4 – We are aware of our digital footprint** Understanding the digital trails we leave behind	**Unit 3.5 – We are netiquette experts** Practising good netiquette	**Unit 3.6 – We are avatar creators** Who do we really know online?

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Barefoot Computing	Unplugged: Decomposition (Re-visited) 2D Shape Drawing Debugging	Logical Reasoning Unplugged: Abstraction	Patterns Unplugged – Reusing recipes Scratch Tinkering/ SEND: Scratch Tinkering	Shapes and Crystal Flowers (Scratch) SEND: Musical Sequences Activity	World Map Logic Activity	Make a Game Project (Scratch)

| Year 4 | **Housekeeping:** Logging onto computers/devices Using LGfL username and password in school and at home Accessing subscription services such as Google Classroom | **Programming**: PurpleMash 2Code Code.org Playlab Scratch Islington Y4 Unit 1 2 code LGfL project **Networks and Communications** Unit (8 lessons) Use micro:bits for physical computing | **Multimedia & Word processing** Word Processing: Word, docs & Publisher (using a wide range of tools and integrating other online resources: hyper linking to appropriate websites, embedding content, acknowledging sources.) Touch typing (using 2 hands to type) Using different templates for different genres, e.g. newspaper (LGfL J2Easy J2e5, Publisher), Quiz (Kahoot!) | **Communication & Collaboration** Online publishing: creating and commenting on each other's blogs/work (See planning) Online research: use search technologies effectively including search tools, e.g. searching maps/images Complete an online quiz or survey, e.g. LGFL e-safety survey | **Digital Media** Graphics: Create digital artwork portfolio and interactive webpages for blog (J2e5 on LGfL) Video: re-edit video footage to create own presentation - iMovie, Music/Sound: Radio Programme project (listen, evaluate, plan and write a script. Rehearse/record voice. Create/add backing track and sound effects.) GarageBand, Audacity, Audio Network | **Data** Design and collect information for a simple questionnaire Collect data and present in a variety of formats, e.g. , Google Sheets Design and create a database. Use database to carryout complex searches to answer questions. E.g. sort what material is this? |
| Switched On Online Safety | **Unit 4.1 – We are Year 4 rule writers** Reviewing and editing our online safety rules. | **Unit 4.2 - We are standing up to peer pressure** Dealing positively with peer pressure | **Unit 4.3 - We are aware that our online content lasts forever** Getting the message: pre- and post-internet | **Unit 4.4 - We are online risk managers** Understanding risk and prevention of information loss | **Unit 4.5 - We are respectful of digital rights and responsibilities** Understanding and respecting digital rights and responsibilities | **Unit 4.6 - We are careful when talking to virtual friends** Virtual friendship vs. real friendship; who we can trust |

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| Barefoot Computing | Modelling the Internet

Selecting Search Results | Scratch Pizza Pickle Debug

Bug in the Water Cycle (Scratch) | KS2 Search Engine Rank Results | Animated Poem Decomposition (Scratch) | Logical Number Sequences | Unplugged: Variables |
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| Year 5 | Housekeeping: Logging onto computers/devices

Using LGfL username and password in school and at home

Accessing subscription services such as Google Classroom | Programming: PurpleMash 2Code

Code.org Playlab

Scratch Islington Y5 Unit 1 (Quiz)

SOCIT Kodu Unit

Use micro:bits for physical computing | Multimedia & Word processing Choose from a range of packages to create presentations. Organise, refine and present information for a specific audience. (LGfL J2E, Publisher, PowerPoint, Word, Scratch Evaluate their own and each other's work through peer assessment (Publish and add comments on blog) Develop confidence using both hands when typing. Create range of genre using Book Creator incorporating multimedia Online quiz generator (e.g. Kahoot!) | Communication & Collaboration Online publishing: creating and commenting on each other's blogs/work (See 'blogging Unit' planning).

Visit a variety of school blogs, discuss & compare

Online research: use search technologies effectively including copyright

Complete an online quiz or survey, e.g. LGFL e-safety survey | Digital Media Graphics: Creating digital artwork and interactive webpages for blog (J2E on LGfL)

Video & Sound: Film project in groups (plan a video, use different filming techniques and sound effects, present and evaluate work to audience) - iMovie, Audio Network, Garage Band.

Music/Sound: Radio Program project (listen, evaluate, plan and write a script. Rehearse and record voice. Create and add backing track and sound effects.) Audacity, Audio Network. | Data Spread sheet modelling using Google Sheets

Create a budget for a school tuck shop/ planning class party

Change the data and formulae in a spread sheet to answer 'what if ...?' questions and check predictions |
| Switched On Online Safety | **Unit 5.1 - We are Year 5 rule writers** Reviewing and editing our online safety rules | **Unit 5.2 - We are responsible for our online actions** Understanding the impact of online behaviour | **Unit 5.3 - We are content evaluators** Understanding advertising and endorsements online | **Unit 5.4 - We are protecting our online reputation** Developing strategies to protect our future selves | **Unit 5.5 - We are respectful of copyright** Understanding and applying copyright laws | **Unit 5.6 - We are game changers** Understanding how games developers make money |

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Barefoot Computing	Network Hunt Viking Raid Animation (Scratch)	Investigating Inputs (Scratch) Investigating Outputs	Maths Quiz – Selection (Scratch) Solar System Simulation (Scratch)	Kodu Tinker Use selection (Kodu)	Maths Quiz – Variables (Scratch)	Classroom Sound Monitor (Scratch)

Year 6	**Housekeeping:** Logging onto computers/device Using LGfL username and password in school and at home Accessing subscription services such as Google Classroom	**Programming**: PurpleMash 2Code Code.org Introduction to HTML **Networks and Communications** Unit (8 lessons) Y6/7 Transition unit linking to blog (Islington)	**Multimedia & Word processing** Create collaborative documents, (Wiki) to organize, present and publish information for different purposes to a range of audiences. (J2E on LGFL, Publisher, PowerPoint, Word) Present and evaluate my own and each other's work through peer assessment (Publish and add comments on blog) Consolidate keyboard techniques and touch typing skills	**Communication & Collaboration** Online publishing: creating and commenting on each other's blogs/work. Visit a variety of school blogs & compare. Regularly update a blog during a term. Add photos and links to related sites or other blogs to make it personal. Online research: use search technologies effectively including copyright Complete an online quiz or survey, e.g. LGFL e-safety survey	**Digital Media** Graphics: Creating digital artwork and interactive webpages for blog (J2E on LGfL) Video/Animation & Sound: plan a storyboard Create an animation for a purpose. Film, edit and refine. Re-edit, create sound effects and backing track. Publish and present to an audience iMovie, Audio Network, Audacity.	**Data** Spread sheet Use a spread sheet to solve problems. http://www.realworldmath.org/measurement-lessons.html Spread sheet modelling. Create a budget to accompany a produce. Research the cost of materials, labour, packaging, transport etc. Present to audience in 'Dragon Den' style

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	Unit 6.1 - We are online safety ambassadors	Unit 6.2 - We will not share inappropriate images	Unit 6.3 - We are safe social networkers	Unit 6.4 - We are respectful of others	Unit 6.5 - We are online safety problem solvers	Unit 6.6 - We are safe gaming experts
Switched On Online Safety	Reviewing and editing our online safety rules	Inappropriate use of technology and the internet – nude selfies.	Understanding that internet safety skills must always be switched on	Respecting the personal information and privacy of others	Using our skills to resolve unfamiliar situations	Creating and delivering advice on safe online gaming
Barefoot Computing	KS2 Search Engine Rank Results

Intro to HTML | Intro to HTML with Mozilla Thimble | Designing Games with Kodu Lab/ Scratch/ Code.org Playlab | Designing Games with Kodu Lab/ | Create a website using HTML skills learned from first term. | Create a website using HTML skills learned from first term. |