Crawley Ridge Junior School
Subject Specific Overview- Computing
We follow the 'Teach Computing' curriculum created by the National Centre for Computing Education and use the Google online safety curriculum
to support our teaching of online safety across the school.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Online Safety: Share with care (Lesson 1-3) (Google) • To know what personal information is • To know what a digital footprint is • To know 3 ways to stay safe online - not to share their full name, their address or a photo of themselves in their school uniform Connecting computers • To know that a digital device has an input, a process and an output • To know that digital network is made up of digital devices • To know that a network uses wired and wireless connections	3c Digital Literacy • Know how to change font style, size and colours for a given purpose • To know how to edit text • To choose the best location for my content Sequence in music • To know that commands in scratch are represented as blocks • To know that 'sprites' within Scratch are controlled by commands • To know that blocks of code joined together form a sequence	Online Safety: Secure your secrets 1-4(Google) Branching Database • To know that data is pieces of information • To know that a database is a collection of data • To know that data can be used to answer questions using yes/no questions • To know that a branching database uses yes/no (closed) questions	3e Digital Literacy Desktop publishing • To know which buttons on the tool bar change the font style, size and colours of the text • To know how to edit text • To know how to create a template • To know that different layouts can suit different purposes • To know that images and text can be added to a template using the copy and paste functions.	3d Digital Literacy Animation • To know that animation is a sequence of images • To know that each picture within an animation is called a frame • To know that animation use storyboards • To know that an animation is broken down into characters, settings and events • To know that smaller movements create smoother animations. Online Safety: When in doubt talk it out Lesson 1-3(Google)	Coding (12 weeks) Sequence in music Events and actions • To know that a sprite within Scratch can be moved using 'events' • To know that an event causes an action • To know that a sprite can be programmed to move in different directions • To know that the 'pen down' function enables the sprite to draw lines on the screen

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	Touch Typing • To know that touch typing is a method of fast typing • To know that the F and J keys are where you rest your pointer fingers for touch typing	• To know that blocks can be used to start a program in a variety of ways • To know that a sequence of commands in a simple program can have an order.				
Year 4	Online Safety: Don't fall for fake (Google) 1-3 • To identify 2 signs of a scam: look at the URL for 'https', the badge symbol or if it is a pop up • To know they need to tell a trusted adult if they feel they are suspicious about an email, text or online communication Computer networks How the internet works	4c Digital Literacy Audio Editing • To know that a sound can be digitally recorded and edited. • To know that I can edit my audio recording by changing the volume, fading sound in and out. • To know that an audio recording is to be responsibly and respectfully.	Online Safety: It's cool to be kind 1-3(Google) • To name a bystander as a witness to unkind activity they have read or witnessed about someone. • To know a bystander can intervene or report inappropriate behaviour by telling a trusted adult and/or using the online reporting tools.	4d Coding: Scratch Data Logging • To know data can be collected to answer a question. • To know data can be collected from an input device such a senser. • To know data can be sorted by one attribute • To know data can be exported to a table or a graph.	4e Digital Literacy Photo Editing • To know digital images can be manipulated. • To recognise images can be changed for a purpose. • To know that not all images are real. • To know changes to an image can change the quality of the image. Online Safety: When in doubt talk it out Lesson 4,.1 5.1 (Google)	4f Coding: Scratch Repetition in games • To know we can control the number of loops in programme. • To know that more than one process can run together (concurrently)

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	• To know the World Wide Web is part of the internet • To share three benefits of the World Wide Web • To know that not everything on the World Wide Web is honest, accurate or legal.		Repetition in shapes • To name tasks or activities that we repeat: brushing teeth or dance moves. • To know an everyday task are a set of instructions and that we repeat them. • To know that if we use a 'loop' it repeats a set of instructions.		• To know you can protect your online reputation • To know that if you use the internet, you leave a digital footprint. • To know a strong password and managing privacy settings can help keep you safe online.	
Year 5	Online Safety: Don't fall for fake (Google) 4-6 • To name 2 signs of a scam • To know what to do if you feel uncomfortable online • To name two of the four questions to ask when deciding if a source is credible	Flat file data base • To know that ordering data allows us to answer some questions • To know that 'AND' and 'OR' can be used to refine data selection.	Online Safety: It's cool to be kind 4-6(Google) • To know what empathy is • To know what kindness looks like online • To know information to communicate face-to-face rather then online Vector Drawing	5d Coding-Kodu - New worlds • To know how to create a new world in Kodu • To know how to create a character and control its movements in Kodu • To know how to create a scoring code in Kodu	5e Digital Literacy Video editing • To know that a system is built using a number of parts • To name tasks completed by a computer • To know that data is transferred through a network • To know that working together	5f Coding: Scratch Maths Quiz Questions and user input • To know how to use the 'say' instruction in Scratch • To know how to use the 'ask' instruction in Scratch • To know how to use the 'if else' instruction in Scratch

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	• To know the purpose of a search engine Sharing information • To know that computer systems are built of a number of parts • To name three tasks that are managed by computer systems • To know that all computers have an IP address • To know working together on the internet can be public or private		• To know that each object in a drawing is in its own layer • To know that a vector drawing comprises separate objects		online can be private or public Online Safety: When in doubt talk it out Lesson 6 and 7(Google)	
Year 6	Online Safety: Share with care (4-6) (Google) • To name three ways to build a positive digital footprint (Post appropriately, Be yourself and be friendly. • To know that it is not appropriate	6c Digital media Creating own website. • To know that copyright means that if you own the copyright to something, you have the permission/rights to copy it. • To know an effective website	Online Safety: It's cool to be kind 1.2 and 2.2 (google) Variables in games • To know there is only one value for a	Introduction to spreadsheets • To know that data can be calculated using different operations • To know that changing inputs also changes outputs • To know that apply formulas to	6e Digital Literacy: 3D modelling • To know the similarities and differences between real-life 3D and virtual 3D. • To know that structures can be broken down into a	Sensing • To know where in a program to set a variable.

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	to put the following online: full name, date of birth, school name, personal photo, address. 6A-Computer Networks • To know that search results are based on ranking • To know the role of web crawlers	layout is clear text and images, accessible, well-organised and age appropriate.	variable at any one time • To know that the name of a variable needs to be unique • To know that the value of a variable can be used by a program	data, including duplication.	collection of 3D objects. • To know the differences when working in 3D compared with 2D. When in doubt talk it out Lesson 4.2 and 5.2(Google)	