


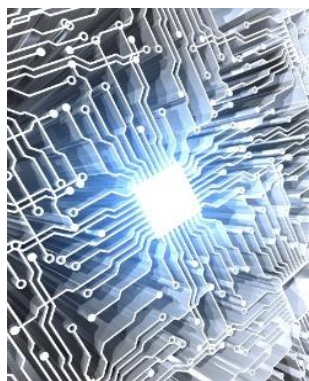


East Tilbury Primary School's Computing Curriculum Map

Year 1	HT1	HT2	HT3	HT4	HT5	HT6
	<p><u>Digital Literacy:</u></p> <ul style="list-style-type: none"> • keyboard recognition • typing on a word document • saving a word document in googledrive • upload a photo into a pre-created folder • use QR codes to access selected websites • take a screenshot of own work on an iPad 		<p><u>Coding</u></p> <ul style="list-style-type: none"> •programming toys – codeapillar •understand that algorithms are a set of instructions that a robot will follow •create a set a instructions to programme a robot 	<p><u>Technology around us</u></p> <ul style="list-style-type: none"> •recognise common uses of information technology beyond school 	<p><u>Graphics and Video – Doodlebuddy & Paint</u></p> <ul style="list-style-type: none"> • use and understand different brush strokes, edit colours, add text and create shapes • use a device to take and edit a photo • save digital photos securely online 	
<p>Year 2</p> 	<p><u>Digital Literacy:</u></p> <ul style="list-style-type: none"> • type into Microsoft word including changing font, font size and text colour • use child-friendly search engine to research information • use Keynote to create, format and animate slides. 		<p><u>Coding - Beebot app & Scratch Jnr</u></p> <ul style="list-style-type: none"> • plan and create a simple set of procedures for a specific purpose that can be saved, retrieved and edited. • use block code commands to enable skits to interact 	<p><u>Graphics & Video – Clips App</u></p> <ul style="list-style-type: none"> • use a device to record and edit video clips. • save a video securely online 	<p><u>Using technology purposefully</u></p> <ul style="list-style-type: none"> • use Microsoft excel to store information • use Microsoft publisher to share information including the use of wordart, importing images and adding backgrounds • save and upload work to googledrive 	

Year 3					
	<p><u>Digital Literacy:</u></p> <ul style="list-style-type: none"> • use Microsoft word including alignment, insert pictures • use Microsoft excel to store information • use simple URL links to find information <p>use Microsoft powerpoint to create, format slides and begin to use transitions</p>	<p><u>Coding – Discovery Coding & iOS Playground app</u></p> <ul style="list-style-type: none"> • plan, write, edit and evaluate a series of instructions using block code and other computing language 	<p><u>Graphics & Video – Clips App</u></p> <ul style="list-style-type: none"> • use a device to record video clips using special effects to enhance. • add subtitles to a video clip • save a video securely online 	<p><u>Online Awareness – networks and reliability of online sources</u></p> <ul style="list-style-type: none"> • understand how networks work • use search technologies responsibly • understand the reliability of websites • appreciate how search results are organised and ranked 	<p><u>Digital Art – Vector Drawings – Google Drawing</u></p> <ul style="list-style-type: none"> •upload or scan an image •combine digital shapes to create a piece of artwork •create a vector drawing
Year 4					
	<p><u>Digital Literacy:</u></p> <ul style="list-style-type: none"> • use Microsoft word including inserting tables and columns • use Microsoft excel to store information and use basic 	<p><u>Graphics & Video – iMovie & green screen</u></p> <ul style="list-style-type: none"> • produce a short film for a specific purpose 		<p><u>Online Awareness – networks and reliability of online sources</u></p>	<p><u>Coding – Code Club & Scratch (whack-a-witch)</u></p> <ul style="list-style-type: none"> • understand the code behind an online game



formula functions including SUM

- use Microsoft powerpoint including animation sequences

- understand the reliability of websites
- appreciate how search results are organised and ranked
- understand phishing and the consequences in sharing information
- understand how to identify fraudulent information online.

- manipulate coding to edit the outcomes of a game
- create a code to begin building an online game.

Year 5



Digital Literacy:


- use Microsoft excel to store and manipulate data including bar graphs & pie charts
- use Google Forms to create a survey and analyse results
- use messaging services as a communication tool
- use Google Sites to create a basic webpage

Audio – Audacity

- record and play sounds using recording software
- import sound files in to recording software
- edit sound clips
- enhance sound recordings with effects

Stop Motion Animation – clouduation/animate-it

- create and develop characters for animation purposes
- use equipment to record still shots
- sequence stills to create a short animation.

Year 6			
	<p><u>Digital Literacy:</u></p> <ul style="list-style-type: none"> • use Microsoft excel for organise, refine and present data including conditional formatting. • use messaging services as a communication tool including adding attachments. • use Google Sites to create a webpage of more than one page, adding videos, images, sound and hyperlinks 	<p><u>3D Modelling</u></p> <ul style="list-style-type: none"> • compare working digitally with 2D and 3D objects, shapes and products • create and manipulate digital 3D object • create and build a digital 3D model 	<p><u>Animation – Kodu</u></p> <ul style="list-style-type: none"> • create a virtual world and game experience

