

The Shine Curriculum - Computing

EYFS					
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Children start their phonics journey with Phonics Shed.			Start to develop an understanding of how to use the Internet safely.		
Year 1/2 (A)					
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Logging on and using Chromebooks safely (E-Safety)	Develop coding and make algorithms using LEGO Spike.	Collect data and information and create own pictograms	We will use Scratch Jr to create our own dragon animation..	Use photography skills to take photos of nature, specifically our beans as they grow.	create our own quizzes through an application.
Year 1/2 (B)					
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Begin our computing skills by learning to log on and use a chromebook correctly and safely.	We will be using our puppets to create a Stop Go animation.	We will be creating media using digital painting applications.	We will be exploring Computing systems and how IT is used everyday all around us.	We will be creating media through digital photography.	We will be making fact files and top trump cards using digital media and applications.
Year 3/4 (A)					
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Develop coding and programming using Lego Spike to make a range of vehicles move	Explore the use of text and images.	Use Stop-Go animation software to make mini movies and film trailers for our own adventure stories.		We will use Google Sketchup to create our own virtual 3D megastructures We will also use Lego spike to programme and build an amazing amusement park.	Learn to use Google sheets & put weather data into charts and then convert this data into graphs. We will then act as meteorologists, filming and presenting our own weather reports using

					Sheets & Slides
Year 3/4 (B)					
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Using Scratch, we will explore the links between events and actions. At the end of the unit, we will design and code our own maze tracing program	We will be exploring methods of online communication & developing our understanding of digital devices	We will research an area linked to our topic and then create our own wiki pages.	We will learn about sharing information and the internet.	We will learn to edit photos and import them into our own Slide shows.	We will explore the concept of repetition in programming using the Scratch.
Year 5/6 (A)					
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
We will be using the microbits to gather data. We will write and evaluate algorithms and programs using selection and repetition to use the micro:bit as a temperature recorder, an automatic warning system and a digital assistant.		Design and build our own apps.	We will use devices film and software to edit videos based around Punch and Judy.	Use search engines safely and effectively, and a variety of software to design and create a travel brochure for a journey across North America.	Use photography, to take small world photos and green screen technology to adapt images.
Year 5/6 (B)					
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
We will study and create vector drawings using online software.	We will be creating informative videos of natural disasters with a focus on filming techniques, storyboarding and editing videos.	We will be Game Developers; using programming skills to develop an interactive game.	We will be Web Developers by designing, writing and creating web pages for the Hogwarts school website.	We will be Cryptographers by using computational thinking to help crack codes	