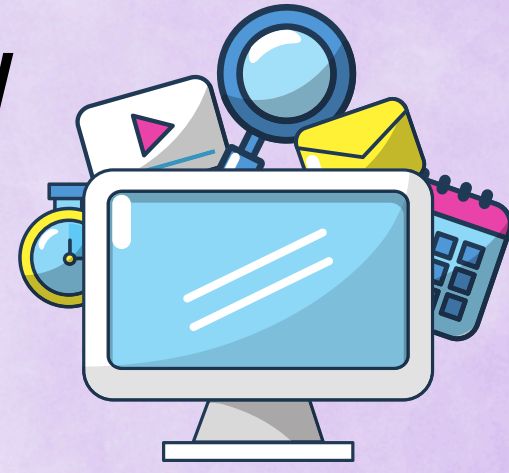


# Computing Curriculum Overview

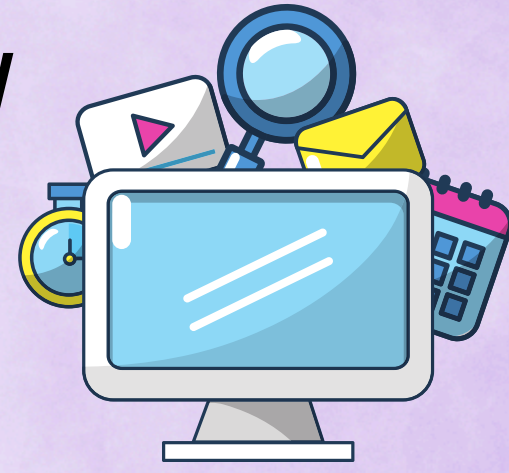
## Year 1 and 2 - Year A



Autumn 1		Autumn 2
<b>Introduction to Purple Mash</b>	<b>Creative Computing</b>	<b>Spreadsheets</b>
<p>To login and create my own avatar on Purple Mash.</p> <p>To open an activity and then save the work to the 'My Work' area.</p> <p>To understand how to complete work in the 2Dos area in Purple Mash.</p>	<p>To use paint tools to draw a picture.</p> <p>To create a jigsaw using a digital device and share it so that others can play.</p> <p>To create a placing game in 2DIY.</p> <p>To create images and use these to make a game.</p>	<p>To understand what a spreadsheet is and how to navigate one using 2Calculate.</p> <p>To edit and improve a spreadsheet so that information is organised clearly and displayed correctly.</p> <p>To explore how spreadsheets can complete calculations automatically.</p> <p>To explore the range of tools available in 2Calculate and understand how they can change the way data is used.</p> <p>To create and interpret block diagrams from data.</p> <p>To use our learning about spreadsheets to help us complete a project.</p>
Spring 1		Spring 2
<b>The Internet</b>		<b>Animated Stories</b>
<p>To understand how the internet, the World Wide Web and a browser work together.</p> <p>To understand the different types of hardware used to access the internet and their functions.</p> <p>To understand the difference between a website and a webpage and use a school website to find information.</p> <p>To understand the difference between a browser and a search engine, and to practise searching for information safely.</p>		<p>To understand some differences between traditional books and digital books.</p> <p>To draw a character for a 2Create a Story digital book.</p> <p>To understand the difference between backgrounds and other objects on the screen in 2Create a Story.</p> <p>To add animation to objects in 2Create a Story.</p> <p>To add text to a 2Create a Story file.</p> <p>To add sounds to a 2Create a Story file.</p>
Summer 1		Summer 2
<b>Coding</b>		<b>Making Beats</b>
<p>To understand that computer programs work by following instructions called code.</p> <p>To use object and action code blocks to make a computer program.</p> <p>To understand what an event is in coding.</p> <p>To understand the purpose of an output and to be able to 'read' code to find out what it does.</p> <p>To change aspects of the design view.</p> <p>To plan and make a computer program.</p>		<p>To compare music made using computers and music played by real instruments.</p> <p>To explore mixing the sounds of different instruments using the 2Beat tool.</p> <p>To compose a tune to match a picture of a scene.</p> <p>To compose a beat to match a picture of a scene.</p>

# Computing Curriculum Overview

## Year 1 and 2 - Year B



Autumn 1		Autumn 2	
<b>Creating Pictures</b>		<b>Creating and following instructions</b>	<b>Technology Around Us</b>
<p>To create a digital art piece in an Impressionist style.            To create a digital art piece in a Pointillism style.            To create a digital art piece that is in the style of Piet Mondrian's work.            To create digital art patterns in the style of the Arts and Crafts movement.            To create a portfolio of digital art.</p>		<p>To understand that an algorithm is a set of instructions.            To follow and create simple instructions on a device.            To sequence algorithms that require a correct order.</p>	<p>To know what the word technology means.            To know what technology is used in school.            To consider the purposes of technology used in the wider world.            To understand the safe use of technology devices.</p>
Spring 1		Spring 2	
<b>Data Explorers</b>		<b>Presenting Ideas</b>	
<p>To think carefully about the steps of grouping items.            To group items using a computer.            To sort different items.            To understand that data is information that can be collected and used.            To understand that data can be shown using pictures.            To collect data and create a pictogram.</p>		<p>Using and making mind maps.            Using a mind map as a presentation tool.</p>	
Summer 1		Summer 2	
<b>Coding</b>		<b>Making Music</b>	<b>Route Explorers</b>
<p>To create a computer program using an algorithm.            To understand ways that the collision detection event can be used in a program.            To design a program that follows a timed sequence.            To understand that different objects have different attributes (properties).            To understand the function of button objects in a program.            To understand the importance of testing and debugging.</p>		<p>To explore, edit and combine sounds using 2Sequence.            To improve a tune and make music based around a feeling.            To compose background music for a video.</p>	<p>To use the direction keys in 2Go to move the turtle along a route.            To use units of distance along with the direction keys in 2Go to move along a route.            To write instructions to complete more than one step of a route at once.            To build up instructions for a longer route.</p>