



Kilmington Primary School Computing Overview



Kingfishers Computing Overview

	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Year A	Computing systems and networks – Technology around us (Y1) <ul style="list-style-type: none"> Technology in our classroom Using technology Developing mouse skills Using a computer keyboard Developing keyboard skills Using a computer responsibly 	Computing systems and networks – IT around us (Y2) <ul style="list-style-type: none"> What is IT? IT in school IT in the world The benefits of IT Using IT safely Using IT in different ways 	Creating media – Digital painting (Y1) <ul style="list-style-type: none"> How can we paint using computers? Using shapes and lines Making careful choices Why did I choose that Painting all by myself Comparing computer art and painting 	Creating media – Digital photography (Y2) <ul style="list-style-type: none"> Taking Photographs Landscape or portrait? What makes a good photograph Lighting Effects Is it real? 	Programming A – Moving a robot (Y1) <ul style="list-style-type: none"> Buttons Directions Forwards and backwards Four directions Getting there Routes 	Programming A – Robot algorithms (Y2) <ul style="list-style-type: none"> Giving instructions Same but different Making predictions Mats and routes Algorithm design Debugging
Year B	Data and information – Grouping data (Y1) <ul style="list-style-type: none"> Label and match Group and count Describe an object Making different groups Comparing groups Answering questions 	Data and information – Pictograms (Y2) <ul style="list-style-type: none"> Counting and comparing Enter the data Creating pictograms What is an attribute? Comparing people Presenting information 	Creating media – Digital writing (Y1) <ul style="list-style-type: none"> Exploring the keyboard Adding and removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard? 	Creating media - Digital music (Y2) <ul style="list-style-type: none"> How music makes us feel Rhythms and patterns How music can be used Notes and tempo Creating digital music Reviewing and editing music 	Programming B - Programming animations (Y1) <ul style="list-style-type: none"> Comparing tools Joining blocks Make a change Adding sprites Project design Following my design 	Programming B - Programming quizzes (Y2) <ul style="list-style-type: none"> Scratch recap Outcomes Using a design Changing a design Designing and creating a program Evaluating