Kilmington Primary School
Computing Overview

Ospreys Computing Overview

	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Year A	**Computing systems and networks - Systems and searching (Y5)** • Systems • Computer systems and us • Searching the web • Selecting search results • How search results are ranked • How are searches influenced	**Computing systems and networks - Communication and collaboration (Y6)** • Internet addresses • Data packets • Working together • Shared working • How we communicate • Communicating responsibly	**Creating media - Video production (Y5)** • What is video? • Filming techniques • Using a storyboard • Planning a video • Importing and editing video • Video evaluation	**Creating media – Web page creation (Y6)** • What makes a good website? • How would you layout your web page? • Copyright or CopyWRONG? • How does it look? • Follow the breadcrumbs • Think before you link!	**Programming A – Selection in physical computing (Y5)** • Connecting Crumbles • Combining output components • Controlling with conditions • Starting with selection • Drawing designs • Writing and testing algorithms	**Programming A – Variables in games (Y6)** • Introducing variables • Variables in programming • Improving a game • Designing a game • Design to code • Improving and sharing
Year B	**Data and information – Flat-file databases (Y5)** • Creating a paper-based database • Computer databases • Using a database • Using search tools • Comparing data visually • Databases in real life	**Data and information - Introduction to Spreadsheets (Y6)** • Collecting Data • Formatting a spreadsheet • What's the formula? • Calculate and duplicate • Event planning • Presenting data	**Creating media – Introduction to vector graphics (Y5)** • The drawing tools • Creating images • Making effective drawings • Layers and objects • Manipulating objects • Create a vector drawing	**Creating media – 3D Modelling (Y6)** • Introduction to 3D modelling • Modifying 3D objects • Make your own name badge • Making a desk tidy • Planning a 3D model • Make your own 3D model	**Programming B – Selection in quizzes (Y5)** • Exploring conditions • Selecting outcomes • Asking questions • Planning a quiz • Testing a quiz • Evaluating a quiz	**Programming B - Sensing movement (Y6)** • The micro:bit • Go with the flow • Sensing inputs • Finding your way • Designing a step counter • Making a step counter