COMPUTING AT SANDBROOK 2019-2020

We use the Rising Stars Switched On Computing and E-Safety schemes of work to support our teaching of the computing National Curriculum.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1/2	We are treasure hunters The pupils learn to control a programmable toy.	1.6 We are celebrating Pupils will learn basic IT skills that will help them combine text and images to make a celebratory card.	1.3 We are painters The pupils will learn to select and use appropriate painting tools to create and change images on the computer	1.4 We are collectors The pupils will learn what to do if they encounter pictures that cause concern. They will group images on the basis of a binary (yes/no) question.	1.2 We are TV chefs The pupils will learn to use different features of a video camera to capture moving images.	1.5 We are storytellers Pupils will learn to use sound recording equipment to record sounds. They will develop skills in saving and storing sounds on the computer.
Y3/4	We are software developers The pupils learn to develop a simple educational game.	We are toy designers The pupils learn to make a prototype of a toy ad test it out.	We are musicians The pupils learn how to produce music digitally.	We are HTML editors The pupils learn how to write and edit HTML.	We are co-authors The pupils learn about wikis and work together to produce one.	We are meteorologists The pupils learn how to record weather events and present the weather forecast
Y5/6	We are game developers The pupils learn how to program simple games.	We are artists The pupils learn how to use art programs to make geometric designs	We are web developers The pupils learn how to develop interactive games	We are bloggers The pupils explore blogs and learn how to create their own. They share experiences and opinions in their own blog.	We are architects The pupils learn how to create and design a virtual space	We are cryptographers The pupils learn how to crack codes.