

Units from Teach Computing arranged for mixed year groups: <https://teachcomputing.org/curriculum>

		Computing Systems and Networks	Creating Media	Programming	Data and Information	Programming	Creating Media
Year 1/2	Year A	Year 1 Unit – Technology Around Us (Lessons 1 & 2); Year 2 Unit – IT Around Us (Lessons 1 – 4) (learn about technology and information technology; identify the parts of a computer)	Year 1 Unit – Digital Painting (create images using painting and drawing software on a computer, eg Mondrian-style art)	Year 1 Unit – Moving a Robot (learn sequence in programming by programming a floor robot)	Year 1 Unit – Grouping Data (learn how objects can be described and categorised in ways which a computer can then sort and process)	Year 2 Unit – Robot Algorithms (create algorithms to achieve a specific goal, implement them and debug code)	Year 2 Unit – Digital Music (creating music using software on a computer)
	Year B	Year 1 Unit – Technology Around Us (Lessons 3 – 6); Year 2 Unit – IT Around Us (Lessons 5 & 6) (learn about how to use a computer mouse and keyboard; learn how to use technology safely and responsibly)	Year 1 Unit – Digital Writing (use a word processor-style tool to create, edit and change the look of writing on a computer)	Year 1 Unit – Programming Animations (learn sequencing in programming by using Scratch Jr to animate a sprite)	Year 2 Unit – Pictograms (collect, organise and present data using tally charts and pictograms)	Year 2 Unit – Programming Quizzes (develop algorithms to implement quizzes in Scratch Jr, debug and improve code)	Year 2 Unit – Digital Photography (develop photography skills by considering what makes a good photograph and making simple changes to taken photographs)
		E-safety taught at the beginning of each term using the Childnet Digiduck story series: https://www.childnet.com/resources/digiduck-stories/					

		Computing Systems and Networks	Creating Media	Programming	Data and Information	Programming	Creating Media
Year 3/4	Year A	Year 3 Unit – Connecting Computers (Lessons 4 – 6); Year 4 Unit – The Internet (Lessons 1 – 3) (learn about how computers talk to each other over a network and then how the internet is a network of networks which allows computer across the world to talk to each other)	Year 3 Unit – Desktop Publishing (use a desktop publishing program to create media considering layout and design)	Year 3 Unit – Sequencing Sounds (introduction to Scratch and learn how to change costumes and backgrounds culminating in making a Scratch musical instrument)	Year 3 Unit – Branching Databases (identify attributes and use these to create branching database)	Year 4 Unit – Repetition in Games (use repetition in a Scratch game controlling a sprite to make it move)	Year 4 Unit – Audio Production (record and edit sounds creating a podcast or other digital audio product)
	Year B	Year 3 Unit – Connecting Computers (Lessons 1 – 3); Year 4 Unit – The Internet (Lessons 4 – 6) (learn about computers as input-process-output devices and explore the World Wide Web, its resources and its risks)	Year 3 Unit – Stop-Frame Animation (create a short film animation using a computer)	Year 3 Unit – Events and Actions (use Scratch and the movement and pen blocks to draw shapes and move around a maze)	Year 4 Unit – Data Logging (use sensors to collect and analyse data using a data logger)	Year 4 Unit – Repetition in Shapes (introduce repetition to draw shapes in Logo)	Year 4 Unit – Photo Editing (use software to change an image using a variety of tools)
		<p>E-safety taught at the beginning of each term using CEOP Band Runner resources:</p> <p>https://www.thinkuknow.co.uk/8_10/watch/</p> <p>and Childnet SMART series:</p> <p>https://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew/</p>					

		Computing Systems and Networks	Creating Media	Programming	Data and Information	Programming	Creating Media
Year 5/6	Year A	Year 5 Unit – Systems and Searching (understand more about computer systems and devices, learn about searching the web effectively and safely)	Year 5 Unit – Introduction to Vector Graphics (learn how to create a vector drawing and use the associated tools)	Year 5 Unit – Selection in Quizzes (learn how to use selection in Scratch to make a quiz)	Year 5 Unit – Flat-file Databases (build and search a flat-file database)	Year 6 Unit – Sensing Movement (use a Micro:bit and knowledge of selection and variables to create a step-counter)	Year 6 Unit – 3D Modelling (use a range of 3D modelling tools culminating in designing a 3D model)
	Year B	Year 6 Unit – Communication and Collaboration (understand that data travels in packets over the internet, understand different methods of communication and collaboration over the internet)	Year 5 Unit – Video Production (film and edit a video using different filming and editing techniques)	Year 5 Unit – Selection in Physical Computing (learn how to use selection with a Crumble device)	Year 6 Unit – Introduction to Spreadsheets (learn how to use spreadsheets including simple formulae and ways to present information)	Year 6 Unit – Variables in Games (learn about variables and how these can be used in Scratch to program a games which keeps score, or counts lives.)	Year 6 Unit – Web Page Creation (understand web pages and design a page layout adding content and evaluating the finished product)
		E-safety taught at the beginning of each term using the BBC Own It series: https://www.bbc.com/ownit/curations/teachers					