Computing Curriculum Coverage

Green = class teacher (IT focus DARES projects) ; Blue = Ben Caldwell (Computer Science focus)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1					Robot Maze game - Scratch	Presentations - storyboard.
Year 2			My Robot Helper and Knock Knock Joke - Scratch		Video creation - masking storytime.	
Year 3	Animations in Scratch			Presentation - book creator.		
Year 4		Presentations - digital poster.		Scratch – platform game		
Year 5	Animation - character interviews.	Quizzes in Scratch				
Year 6			VR and AR - interactive experience.			Scratch Game

If possible, Years 4, 5 and 6 to do a Lego We Do session at some point in the year.

Digital Literacy strands from Years 1 to 6 will be covered as follows:
Autumn 1 - Managing Online Information. Online Reputation.
Autumn 2 - Online Bullying.
Spring 1 - Copyright and Ownership. Privacy and Security.
Spring 2 - Health, Wellbeing and Lifestyle.
Summer 1 - Online Relationships.
Summer 2 - Self Image and Identity.