



Computing Coverage Overview

Milestone 1

Week	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
1	<p><u>Computing systems and networks</u></p> <p><u>Year 1: Technology around us.</u></p> <ul style="list-style-type: none"> Recognising technology in school and using it responsibly <p><u>Year 2: Information Technology around us.</u></p> <ul style="list-style-type: none"> Identifying IT and how its responsible use improves our world in school and beyond. 	<p><u>Programming A</u></p> <p><u>Year 1: Moving a robot</u></p> <ul style="list-style-type: none"> Writing short algorithms and programs for floor robots and predicting program outcomes. <p><u>Year 2: Robot Algorithms</u></p> <ul style="list-style-type: none"> Creating and debugging programs and using logical reasoning to make predictions. 	<p><u>Creating Media</u></p> <p><u>Year 1: Digital Writing</u></p> <ul style="list-style-type: none"> Using a computer to create and format text, before comparing to writing non-digitally <p><u>Year 2: Digital Music</u></p> <ul style="list-style-type: none"> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.
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7	<p><u>Creating Media</u></p> <p><u>Year 1: Digital Painting</u></p> <ul style="list-style-type: none"> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally <p><u>Year 2: Digital Photography</u></p> <ul style="list-style-type: none"> Capturing and changing digital photographs for different purposes 	<p><u>Data and Information</u></p> <p><u>Year 1: Grouping Data</u></p> <ul style="list-style-type: none"> Exploring object labels, then using them to sort and group objects by properties. <p><u>Year 2: Pictograms</u></p> <ul style="list-style-type: none"> Collecting data in tally charts and using attributes to organise and present data on a computer. 	<p><u>Programming B</u></p> <p><u>Year 1: Programming animations.</u></p> <ul style="list-style-type: none"> Designing and programming the movement of a character on screen to tell stories. <p><u>Year 2: Programming quizzes.</u></p> <ul style="list-style-type: none"> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz
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Computing Coverage Overview Milestone 2

Week	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
1	<p><u>Computing systems and networks</u></p> <p><u>Year 3: Connecting Computers</u></p> <ul style="list-style-type: none"> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. <p><u>Year 4: The Internet</u></p> <ul style="list-style-type: none"> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. 	<p><u>Creating Media</u></p> <p><u>Year 3: Stop-Frame Animation</u></p> <ul style="list-style-type: none"> Capturing and editing digital still images to produce a stop-frame animation that tells a story. <p><u>Year 4: Audio Production</u></p> <ul style="list-style-type: none"> Capturing and editing audio to produce a podcast, ensuring that copyright is considered. 	<p><u>Creating Media</u></p> <p><u>Year 3: Desktop Publishing</u></p> <ul style="list-style-type: none"> Creating documents by modifying text, images, and page layouts for a specified purpose <p><u>Year 4: Photo editing</u></p> <ul style="list-style-type: none"> Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.
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7	<p><u>Programming A</u></p> <p><u>Year 3: Sequencing Sounds</u></p> <ul style="list-style-type: none"> Creating sequences in a block-based programming language to make music <p><u>Year 4: Repetition in Shapes</u></p> <p>Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p><u>Data and Information</u></p> <p><u>Year 3: Branching Databases</u></p> <ul style="list-style-type: none"> Building and using branching databases to group objects using yes/no questions <p><u>Year 4: Data logging</u></p> <ul style="list-style-type: none"> Recognising how and why data is collected over time, before using data loggers to carry out an investigation. 	<p><u>Programming B</u></p> <p><u>Year 3: Events and actions in programs</u></p> <ul style="list-style-type: none"> Writing algorithms and programs that use a range of events to trigger sequences of actions. <p><u>Year 4: Repetition in games.</u></p> <ul style="list-style-type: none"> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
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Computing Coverage Overview

Milestone 3

Week	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
1	<p><u>Computing systems and networks</u></p> <p><u>Year 5: Systems and searching</u></p> <ul style="list-style-type: none"> Recognising IT systems in the world and how some can enable searching on the internet. <p><u>Year 6: Communication and Collaboration</u></p> <ul style="list-style-type: none"> Exploring how data is transferred by working collaboratively online. 	<p><u>Programming A</u></p> <p><u>Year 5: Selection in Physical Computing</u></p> <ul style="list-style-type: none"> Exploring conditions and selection using a programmable microcontroller <p><u>Year 6: Variables in games</u></p> <ul style="list-style-type: none"> Exploring variables when designing and coding a game. 	<p><u>Creating Media</u></p> <p><u>Year 5: Introduction to vector graphics</u></p> <ul style="list-style-type: none"> Creating images in a drawing program by using layers and groups of objects <p><u>Year 6: 3D modelling</u></p> <ul style="list-style-type: none"> Planning, developing, and evaluating 3D computer models of physical objects.
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7	<p><u>Data and Information</u></p> <p><u>Year 5: Flat-file Databases</u></p> <ul style="list-style-type: none"> Using a database to order data and create charts to answer questions <p><u>Year 6: Introduction to Spreadsheets</u></p> <ul style="list-style-type: none"> Answering questions by using spreadsheets to organise and calculate data. 	<p><u>Creating Media</u></p> <p><u>Year 5: Video Production</u></p> <ul style="list-style-type: none"> Planning, capturing, and editing video to produce a short film <p><u>Year 6: Webpage creation</u></p> <ul style="list-style-type: none"> Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. 	<p><u>Programming B</u></p> <p><u>Year 5: Selection in quizzes</u></p> <ul style="list-style-type: none"> Exploring selection in programming to design and code an interactive quiz. <p><u>Year 6: Sensing Movement</u></p> <ul style="list-style-type: none"> Designing and coding a project that captures inputs from a physical device.
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