Caslon Computing Curriculum Overview 2023-24

	Programming A	Programming B	Networks	Creating Media	Creating Media	Data & Information
Year 1	**Coding - Moving a Robot** NCCE (6) Create a simple programme Y1 Moving a robot NCCE	**Introduction to Animation** Purple Mash Unit 1.4 Lego Builders (3) Purple Mash Unit 1.5 Maze Explorers (4) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Technology Around Us** NCCE (6) Y1 Technology around us NCCE OR Purple Mash Unit 1.9	**Digital Painting** NCCE (6) Y1 Digital painting NCCE Purple Mash Unit 2.6 (5) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Digital Writing and Animation** Purple Mash Unit 1.6 (5) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Grouping Data** NCCE (6) Y1 Grouping data NCCE OR Purple Mash Unit 1.2 (6) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*
Year 2	**Quizzes** NCCE (6) Scratch/Scratch Jnr Y2 Quizzes NCCE	**Coding** Purple Mash Unit 1.1 (5) OR Robot Algorithms NCCE (6) Y2 robot algorithms NCCE	**Information Technology Around Us** NCCE (6) Y2 IT around us NCCE	**Digital Photography** Creating Pictures NCCE (6) Y2 Digital photography NCCE using Snapseed photo editor *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Making Music** Purple Mash Unit 2.7 (3) **Presenting Ideas** Purple Mash 2.8 (4) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Pictograms** Purple Mash Units 1.3 (3) **Binary Trees** Purple Mash Unit 2.4 (3) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*
Year 3	**Coding** 2Code – Purple Mash Unit 2.1 (6)	**Sequence in music** NCCE (6) Y3 Sequence in music NCCE	**Email** Purple Mash Unit 3.5 (6) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Desktop publishing** NCCE (6) Y3 Desktop publishing NCCE Google docs/slides *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Stop frame animation** NCCE (6) Y3 Stop frame animation NCCE OR Purple Mash Unit 4.6	**Branching Databases** Purple Mash Unit 3.6 (4) **Graphing** Purple Mash Unit 3.8 (3) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*
Year 4	**Coding** 2Code - Purple Mash Unit 3.1 (6)	**Logo** Purple mash Unit 4.5 (4)	**The Internet** NCCE (6) Y4 The Internet NCCE Purple Mash Unit 4.7 (3)	**Audio Edit/Podcast** NCCE (6) Y4 Audio edit/Podcast NCCE using Spreaker Studio	**Photo editing** NCCE (6) Y4 Photo editing NCCE Snapseed (photo editor)	**Spreadsheets** Purple Mash Unit 4.3 (6) *APPLICATION FOR A PURPOSE/ACROSS*

			APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.	(for chromebook) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*		*CURRICULUM.(Science/Maths)*
Year 5	**Coding** Scratch **combined with** 2Code - Purple Mash Unit 4.1 (6) *MUST SHOW APPLICATION OF SKILLS ACROSS APPS.*	**Game Creator** Purple Mash Unit 5.5 (5) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Computer systems and Network Sharing** NCCE (6) Y5 Computer systems NCCE	**3D Modelling** Purple Mash Unit 5.6 (4) *APPLICATION IN MATHS.*	**Video Editing** NCCE Y5 Video editing NCCE using a Green screen. *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Databases** NCCE (6) Y5 Databases NCCE **combined with** Purple Mash Unit 5.4 (4) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*
Year 6	**Coding** Scratch (3) **combined with** 2Code - Purple Mash Unit 5.1 (5) *MUST SHOW APPLICATION OF SKILLS ACROSS APPS.*	**Quizzing** Purple Mash Unit 6.7 (6) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Communication** Purple Mash Unit 6.2 (2) Purple Mash Unit 6.6 (3) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*	**Web page/blog creation** NCCE (6) Google Sites OR Purple Mash Unit 6.4 *APPLICATION FOR A PURPOSE.*	**3D modelling** NCCE (6) Y6 3D modelling NCCE Google Draw	**Spreadsheets** Purple Mash Unit 6.3 (5) *APPLICATION FOR A PURPOSE/ACROSS CURRICULUM.*

Key Stage 1 **National curriculum Computing**		**Year 1**	**Year 2**

understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Y	Y
create and debug simple programs	Y	Y
use logical reasoning to predict the behaviour of simple programs	Y	Y
use technology purposefully to create, organise, store, manipulate and retrieve digital content	Y	Y
recognise common uses of information technology beyond school		
use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Y	Y

Key Stage 2 National curriculum Computing	Year 3	Year 4	Year 5	Year 6
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Y		Y	Y
use sequence, selection, and repetition **in programs; work with variables and various forms of input and output**	**repetition**			
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Y		Y	Y

understand computer networks **including the internet**; **how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration**				Y
use search technologies effectively, **appreciate how results are selected and ranked**, and be discerning in evaluating digital content		Y		
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Y	Y	Y	Y
use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Y	Y	Y	Y