
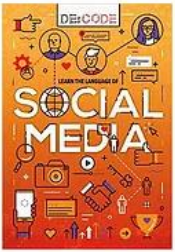

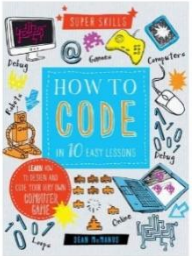



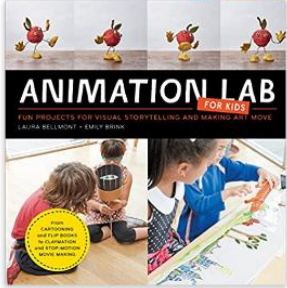
Computing curriculum Map 2022-2023

	Autumn 1 Computer science	Autumn 2 Computer science	Spring 1 Programming	Spring 2 Programming	Summer 1 Information Technology	Summer 2 Information Technology
Y3	General ICT skills Word 2,3,6	E-safety (RHE) N.C- 4,7	Scratch – Dress up game ADA LOVELACE N.C- 1,2,3	Scratch – Conversation N.C- 1,2,3	Using the internet- search engines and research STEVE JOBS N.C- 4,5,7	
Y4	General ICT skills Word and PP 2,3,6	E-safety (RHE) N.C- 4,7	Scratch – Music machine unit ALAN TURING N.C- 1,2,3	Scratch – Smoking car game conditional reasoning N.C- 1,2,3	Using the internet- networks and research TIM BURNERS-LEE N.C- 4,5,7	
Y5	General ICT skills Word and PP 2,3,6	E-safety (RHE) N.C- 4,7	Scratch – Crab maze game GRACE HOPPER N.C- 1,2,3	We are artists BRIDGET RILEY N.C- 5,6,7	We are Photographers Photo editing, Power Point. N.C- 5,6,7	Using the internet- Revision and consolidation N.C- 4,5,7
Y6	General ICT skills Excel 2,3,6	E-safety (RHE) N.C- 4,7	Scratch – Maths quiz BILL GATES N.C- 1,2,3	We are animators Movie Maker (iPad) N.C- 6,7	Publishing writing units	Excel enterprise. N.C- 6

1. design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
2. use sequence, selection, and repetition in programs; work with variables and various forms of input and output
3. use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
4. 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
5. use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
6. 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
7. use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Suggested books

	Autumn		Spring		Summer 1	Summer 2
Y3	 <p>Troll Stinks! Jeanne Willis & Tony Ross</p> <p>This is a great choice of book for exploring the topic of e-safety and cyberbullying with young children. Billy the Goat and his friend Cyril are playing with a phone when they decide to send mean messages to the troll living under the bridge. Soon the two friends discover that their online actions have had a big impact on troll's feelings and that their messages were not such a fun idea after all.</p>	 <p>This book is designed to easily guide people from Kindergarten through High School in the basics of Microsoft Word. IT is specifically written with kids in mind and suitable for both at home and school as it includes exercises to complete the learning process.</p>	 <p>A great introduction to Scratch – a popular primary-school coding program – for absolute beginners, this detailed but accessible guide covers all the basics and will have your child writing simple scripts and games in a matter of minutes. Step-by-step instructions to building a band, creating a virtual pet, coding a racing car game and more are all included.</p>	 <p>Everyone loves Goldilocks' hilarious online videos, but in her quest to get more likes, more laughs and more hits, she tries something a little more daring: stealing porridge #pipinghot, breaking chairs #fun, and using someone else's bed #sleep. What will Daddy Bear do when he sees that online?</p>		
Y4	 <p>One night Chick hops onto the farmer's house and has a browse on his computer - CLICK - soon she's shopping online for the whole farm! But when she arranges to meet up with a friend she's made online, she discovers all is not as it seems...</p>	PP for kids		 <p>Computer Networks looks at how computer technology has changed the way we work, communicate, learn, and have fun. Easy-to-understand text explains websites and webpages, search engines, and email systems. Social media and online security is a key area of focus, and advice is included on staying safe online. Activities help reinforce learning and are not linked to specific software or operating systems.</p>		
Y5	 <p>Learn the Language of Social Media Kirsty Holmes</p> <p>A stylishly designed colourful glossary of words relating to social media. Organized alphabetically, the book</p>	 <p>Microsoft Excel is the most important software in the MS Office package. Microsoft Excel is used for spreadsheet analysis and mandatory to help any of your</p>		 <p>This kid's photography book is full of fun, creative, photographic tasks for kids to do indoors or outdoors. All the tasks are tried and tested by our Sharp Shots Photo Club students. As a result, each photographic task contains Sharp Shots Photo Club student's photos to help inspire your young snapper further. There are 45 photographic tasks in the book. Each task has photographic top tips to give young photographers more ideas on how to take an interesting photograph.</p>		

	<p>explains a range of terms from bitmojis and boomerangs to memes and moderators, all in an informative and accessible way. Whether you are a netiquette nerd or you don't know your YOLO from your YouTube, this a great guide to have to hand as you equip pupils in KS2 to cope with the fast-changing world of social media.</p>	<p>school needs. This book is very, very different to any other computer book you have ever read. The Smart Method provides an entirely new and better way to learn Excel 2018. Here are just four of the many ways in which this book is unique: The book will equip you with excellent Excel 2018 skills, good enough to impress any teacher, but it doesn't confuse by attempting to teach skills that are not common in the school. With the help of this book, you learn about cells, worksheets, field names, formulas, IF functions and more.</p> <p>- Suitable for readers from kindergarten all the way through college (and even some adults)!</p> <p>- Teaches you or your children one of the most desired skills sought out by employers of all kinds!</p>	<p>A great option for KS2 kids who've already looked at Scratch in class or at home and want to brush up on their skills. The book is organised into ten "lessons" and covers basic HTML and CSS as well as Scratch.</p>	<p>This photography book for kids covers lots of fun photographic subjects from bugs, action, water, and pets to landscapes, trees, lines, and framing.</p>
<p>Y6</p>	<p> Staying Safe Online Louie Stowell</p> <p>Covering important e-safety topics including cyberbullying and social media messaging, this is an essential book to help older children to know how to protect themselves in the digital world. Find out how online interactions can affect friendships, why cyberbullying is so dangerous and how image-sharing can get out of control. Due to the nature of the topics covered, this is most suitable for upper KS2+ or as a book to dip in and out of at your discretion.</p>			<p> Animation Lab FOR KIDS 100 PROJECTS FOR VISUAL STORYTELLING AND LEARNING ART MOVIE LAURA BELLMONT • EMILY BRINK</p> <p>Animation is everywhere--from movies and TV to apps and video games--and today's tech-savvy kids know all about it. With the accessibility and ease of use of cameras and video-editing software, people of all ages are learning how to make stop-motion animation. In <i>Animation Lab for Kids</i>, artists, teachers, and authors Laura Bellmont and Emily Brink present exciting, fun, hands-on projects that teach kids a range of animation techniques. From the classic zoetrope, flip book, and cel methods (which don't require any devices or technology) to different methods of shooting, the lessons require no previous experience for either child or adult. Experimenting with a variety of art materials (drawing, clay, and paper cut-outs), young animators will learn to plan a film through writing, storyboarding, and creating sets. The book also features helpful and informative sidebars on the history of the early animation techniques as well as the inspiring work of some of today's innovative and influential animators, including Kirsten Lepore, Emily Collins, Hayley Morris, and PES.</p>