THE COMPUTING CURRICULUM

CHARLES DICKENS PRIMARY SCHOOL

YEAR ONE
- **A1** Improving mouse skills
- **A2** Algorithms unplugged
- **SP1** Rocket to the moon
- **SP2** Programming Bee-Bots
- **S1** Introduction to data
- **S2** Online Safety Year 1

YEAR TWO
- **A1** What is a computer?
- **A2** Algorithms and debugging
- **SP1** Word processing
- **SP2** Scratch Jr
- **S1** Stop Motion
- **S2** Online Safety Year 2

YEAR FOUR
- **A1** Collaborative learning
- **A2** Further coding with Scratch
- **SP1** Website design
- **SP2** Computational thinking
- **S1** Investigating weather
- **S2** Online Safety Year 4

YEAR THREE
- **A1** Networks and the internet
- **A2** Scratch
- **SP1** Emailing
- **SP2** Journey inside a computer
- **S1** Comparison cards databases (Top Trumps)
- **S2** Online Safety Year 3

YEAR FIVE
- **A1** Search engines
- **A2** Programming music
- **SP1** Mars Rover 1
- **SP2** Stop motion animation
- **S1** Mars Rover 2
- **S2** Online Safety Year 5

YEAR SIX
- **A1** Bletchley Park
- **A2** Big data
- **SP** Inventing a product
- **S** Online Safety Year 6

A1 Autumn 1   **A2** Autumn 2   **SP1** Spring 1   **SP2** Spring 2   **S1** Summer 1   **S2** Summer 2