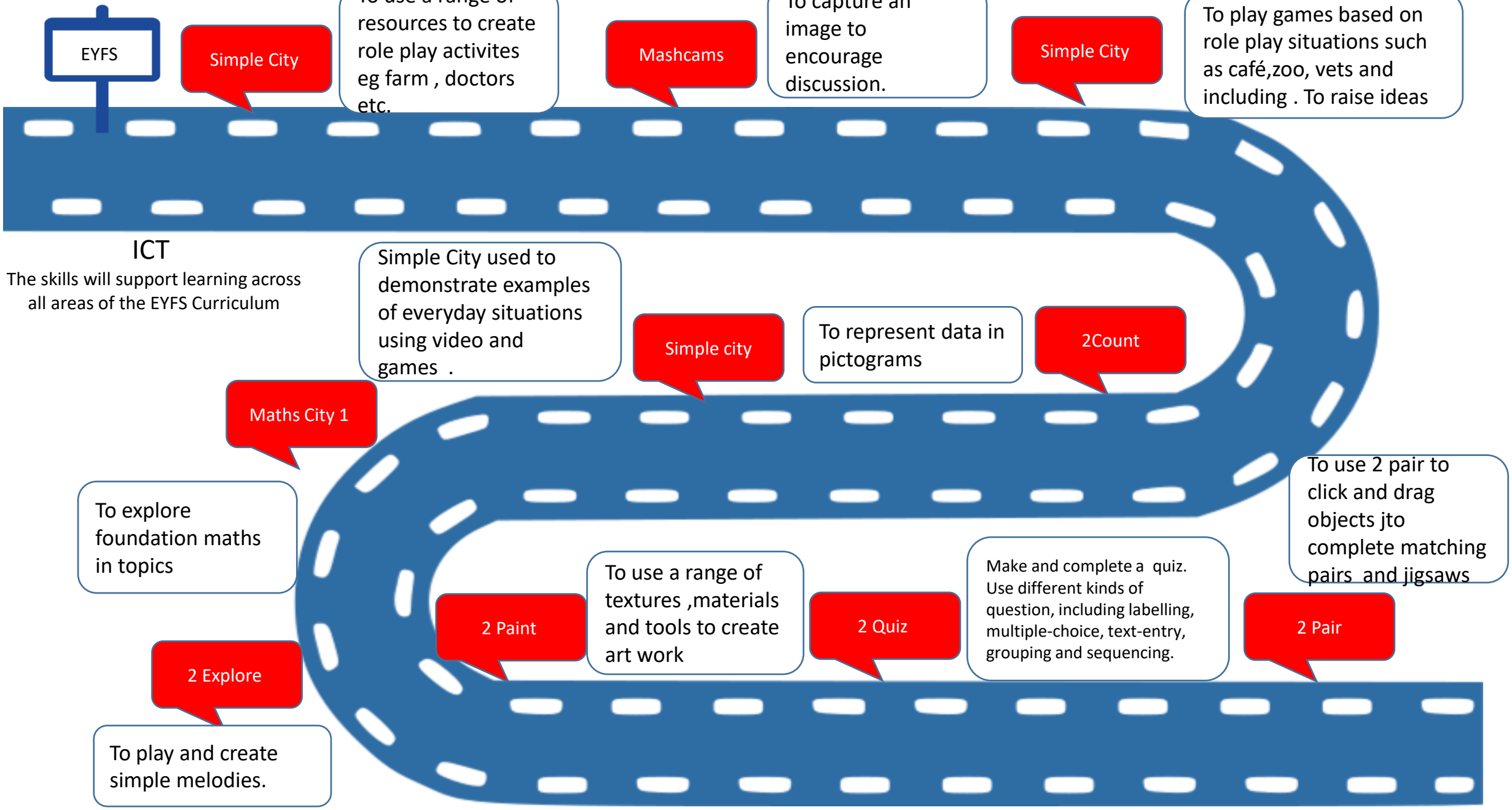
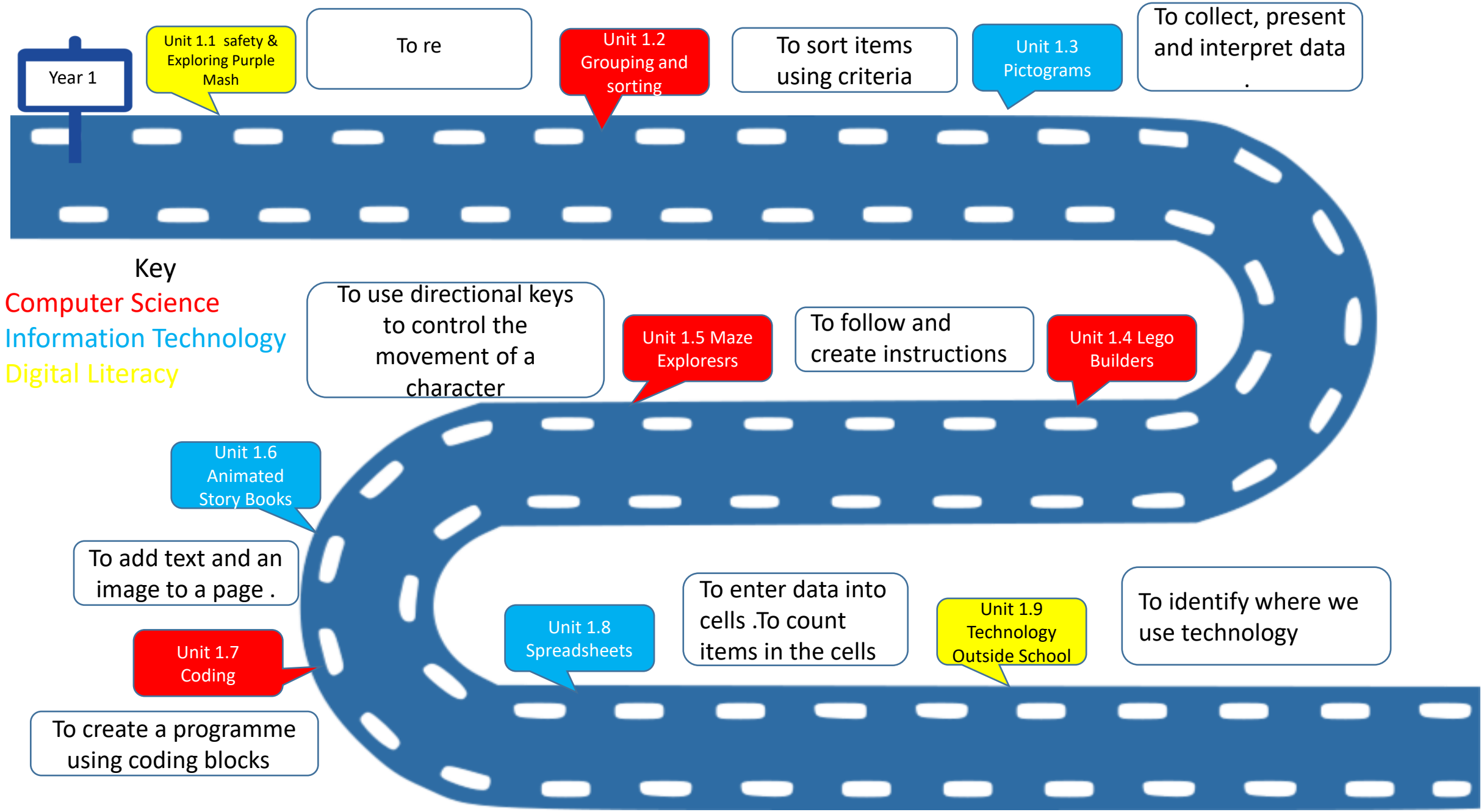
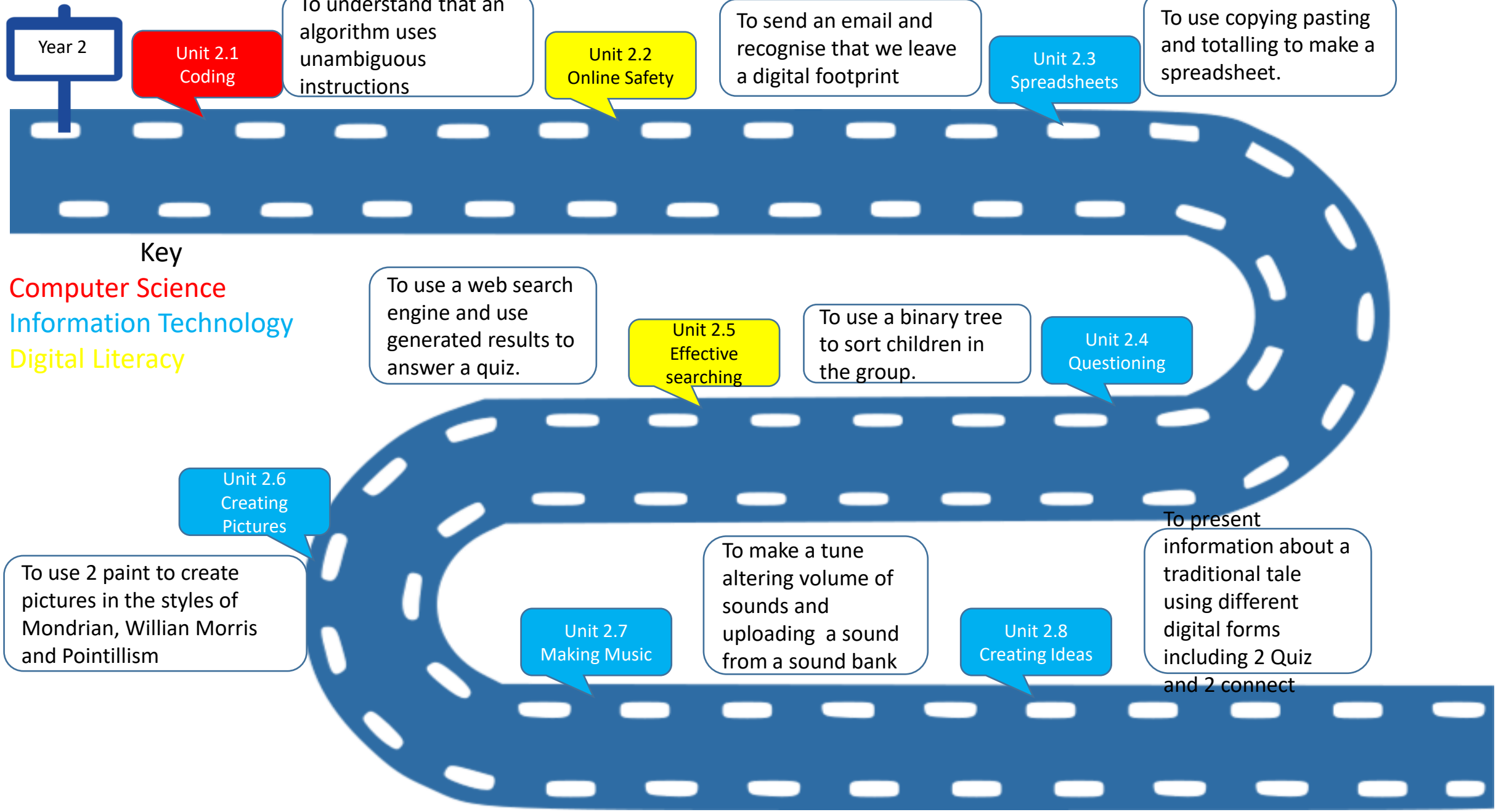
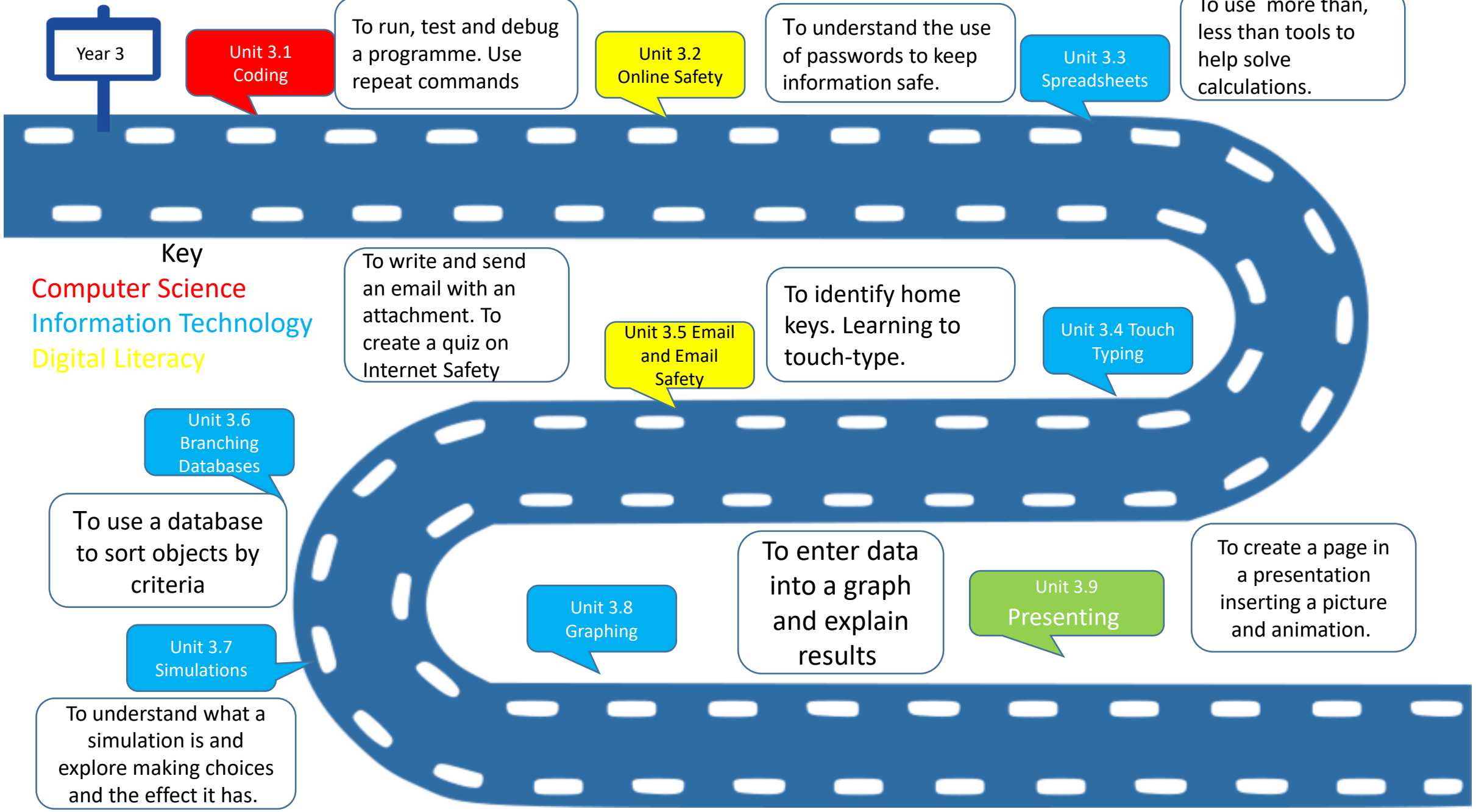
Computing

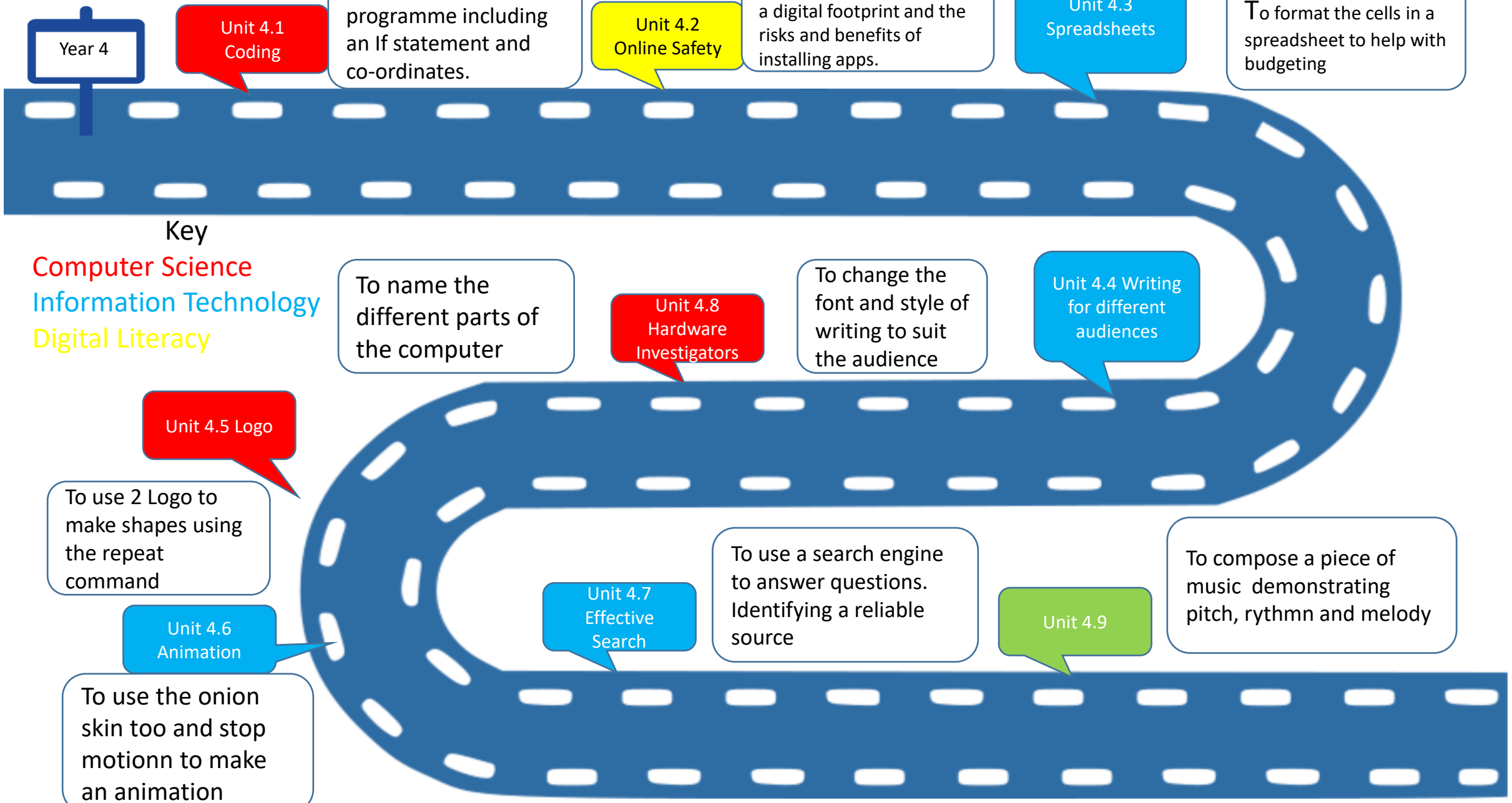
Sequencing Roadmap

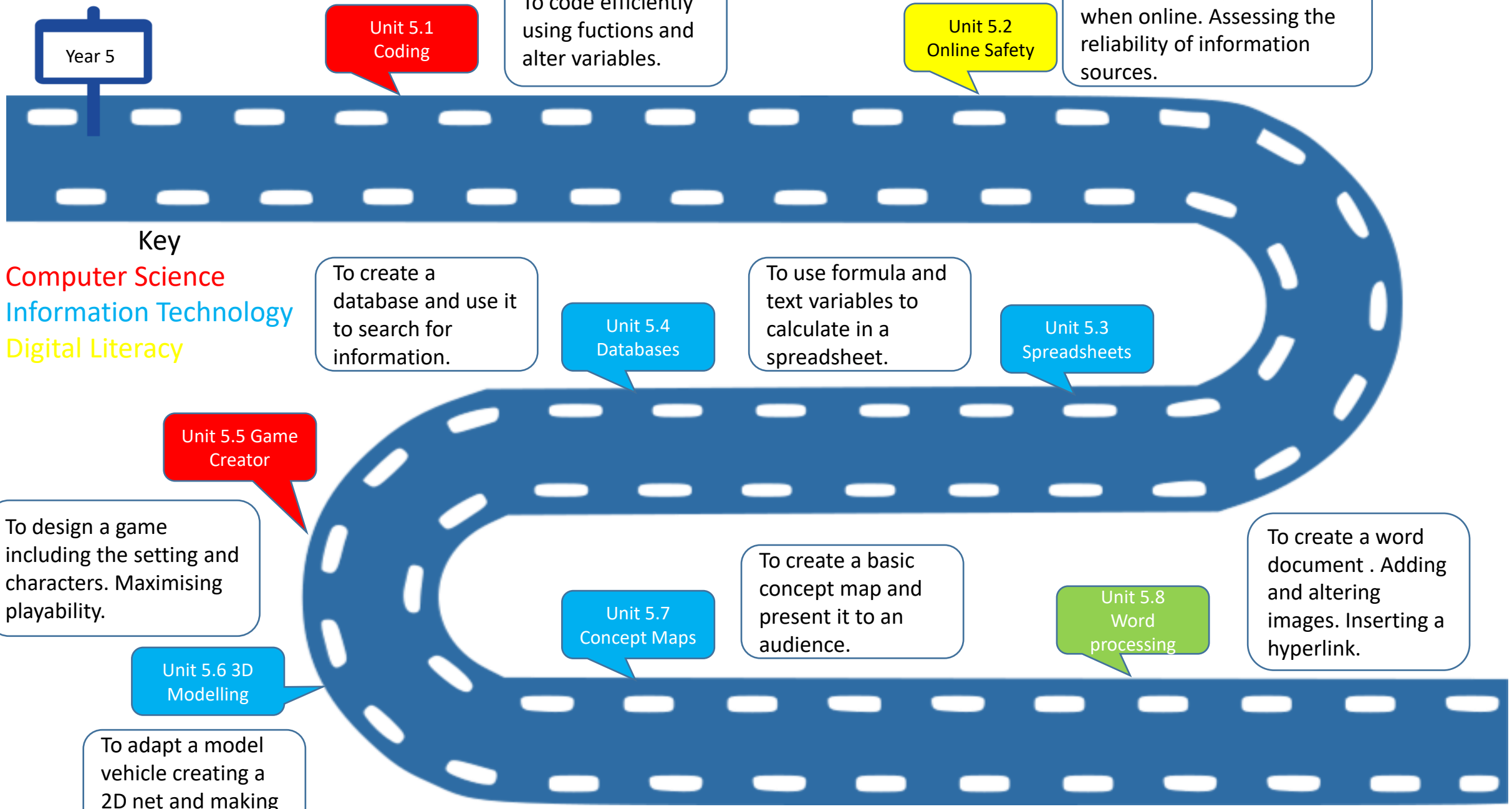

EYFS
Simple City
To use a range of resources to create role play activites eg farm , doctors etc.
Mashcams
To capture an image to encourage discussion.
Simple City
To play games based on role play situations such as café,zoo, vets and including . To raise ideas
ICT
The skills will support learning across all areas of the EYFS Curriculum
Simple City used to demonstrate examples of everyday situations using video and games .
Simple city
To represent data in pictograms
2Count
Maths City 1
To explore foundation maths in topics
To use 2 pair to click and drag objects jto complete matching pairs and jigsaws
To use a range of textures ,materials and tools to create art work
2 Paint
2 Quiz
Make and complete a quiz. Use different kinds of question, including labelling, multiple-choice, text-entry, grouping and sequencing.
2 Pair
2 Explore
To play and create simple melodies.

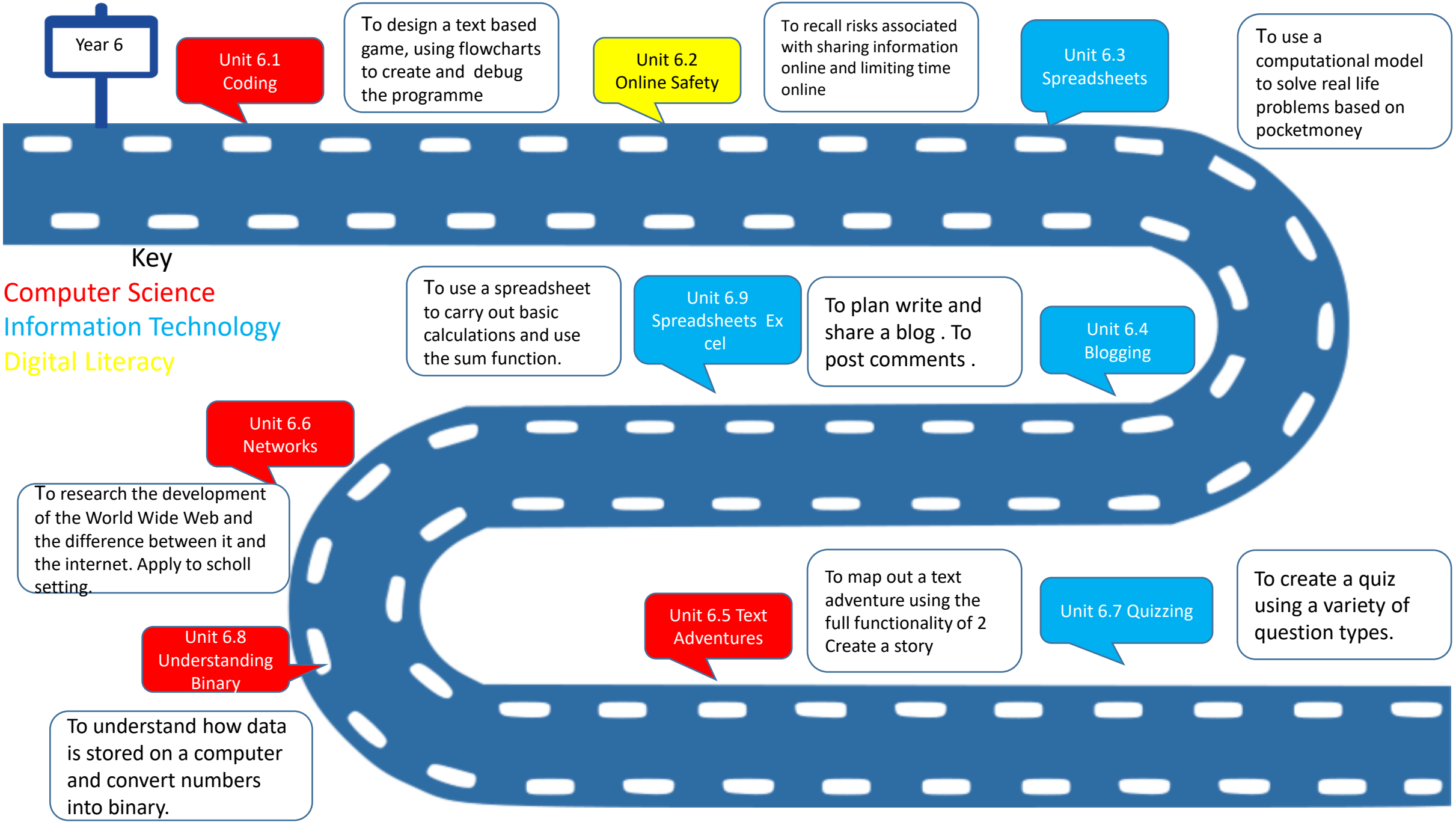

Year 1
Unit 1.1 safety & Exploring Purple Mash
To re
Unit 1.2 Grouping and sorting
To sort items using criteria
Unit 1.3 Pictograms
To collect, present and interpret data .
Key
Computer Science
Information Technology
Digital Literacy
To use directional keys to control the movement of a character
Unit 1.5 Maze Exploresrs
To follow and create instructions
Unit 1.4 Lego Builders
Unit 1.6 Animated Story Books
To add text and an image to a page .
Unit 1.7 Coding
To create a programme using coding blocks
Unit 1.8 Spreadsheets
To enter data into cells .To count items in the cells
Unit 1.9 Technology Outside School
To identify where we use technology


Year 2
Unit 2.1 Coding
To understand that an algorithm uses unambiguous instructions
Unit 2.2 Online Safety
To send an email and recognise that we leave a digital footprint
Unit 2.3 Spreadsheets
To use copying pasting and totalling to make a spreadsheet.
Key
Computer Science
Information Technology
Digital Literacy
To use a web search engine and use generated results to answer a quiz.
Unit 2.5 Effective searching
To use a binary tree to sort children in the group.
Unit 2.4 Questioning
Unit 2.6 Creating Pictures
To use 2 paint to create pictures in the styles of Mondrian, Willian Morris and Pointillism
Unit 2.7 Making Music
To make a tune altering volume of sounds and uploading a sound from a sound bank
Unit 2.8 Creating Ideas
To present information about a traditional tale using different digital forms including 2 Quiz and 2 connect


Year 3
Unit 3.1 Coding
To run, test and debug a programme. Use repeat commands
Unit 3.2 Online Safety
To understand the use of passwords to keep information safe.
Unit 3.3 Spreadsheets
To use more than, less than tools to help solve calculations.
Key
Computer Science
Information Technology
Digital Literacy
To write and send an email with an attachment. To create a quiz on Internet Safety
Unit 3.5 Email and Email Safety
To identify home keys. Learning to touch-type.
Unit 3.4 Touch Typing
Unit 3.6 Branching Databases
To use a database to sort objects by criteria
Unit 3.7 Simulations
To understand what a simulation is and explore making choices and the effect it has.
Unit 3.8 Graphing
To enter data into a graph and explain results
Unit 3.9 Presenting
To create a page in a presentation inserting a picture and animation.


Year 4
Unit 4.1 Coding
To create a simple programme including an If statement and co-ordinates.
Unit 4.2 Online Safety
To understand we make a digital footprint and the risks and benefits of installing apps.
Unit 4.3 Spreadsheets
To format the cells in a spreadsheet to help with budgeting
Key
Computer Science
Information Technology
Digital Literacy
To name the different parts of the computer
Unit 4.8 Hardware Investigators
To change the font and style of writing to suit the audience
Unit 4.4 Writing for different audiences
Unit 4.5 Logo
To use 2 Logo to make shapes using the repeat command
Unit 4.6 Animation
To use the onion skin too and stop motionn to make an animation
Unit 4.7 Effective Search
To use a search engine to answer questions. Identifying a reliable source
Unit 4.9
To compose a piece of music demonstrating pitch, rythmn and melody


Year 5
Unit 5.1 Coding
To code efficiently using fuctions and alter variables.
Unit 5.2 Online Safety
To use SMART guidance when online. Assessing the reliability of information sources.
Key
Computer Science
Information Technology
Digital Literacy
To create a database and use it to search for information.
Unit 5.4 Databases
To use formula and text variables to calculate in a spreadsheet.
Unit 5.3 Spreadsheets
Unit 5.5 Game Creator
To design a game including the setting and characters. Maximising playability.
To create a word document . Adding and altering images. Inserting a hyperlink.
To create a basic concept map and present it to an audience.
Unit 5.7 Concept Maps
Unit 5.8 Word processing
Unit 5.6 3D Modelling
To adapt a model vehicle creating a 2D net and making a 3D model.


Year 6
Unit 6.1 Coding
To design a text based game, using flowcharts to create and debug the programme
Unit 6.2 Online Safety
To recall risks associated with sharing information online and limiting time online
Unit 6.3 Spreadsheets
To use a computational model to solve real life problems based on pocketmoney
Key
Computer Science
Information Technology
Digital Literacy
To use a spreadsheet to carry out basic calculations and use the sum function.
Unit 6.9 Spreadsheets Ex cel
To plan write and share a blog . To post comments .
Unit 6.4 Blogging
Unit 6.6 Networks
To research the development of the World Wide Web and the difference between it and the internet. Apply to scholl setting.
Unit 6.5 Text Adventures
To map out a text adventure using the full functionality of 2 Create a story
Unit 6.7 Quizzing
To create a quiz using a variety of question types.
Unit 6.8 Understanding Binary
To understand how data is stored on a computer and convert numbers into binary.