



# Blacko Primary School

Be Respectful. Be Collaborative. Be Ambitious.

## Blacko Primary School Computing Curriculum Overview

	Class 2 - Year A	Class 2 - Year B	Class 3 - Year A	Class 3 - Year B	Class 4 - Year A	Class 4 - Year B
Autumn 1	Computing Systems and networks Technology around us	Computing Systems and networks IT around us	Computing systems and networks Connecting Computers	Computing systems and networks The Internet	Computing systems and networks Sharing Information	Computing systems and networks Communication History – Search and information selection
Autumn 2	Programming Moving a Robot Geography – Where is my school?	Programming Robot Algorithms	Programming Sequence in music	Creating Media Photo Editing	Creating Media Vector Drawing Art - drawing	Programming Variables in Games
Spring 1	Creating Media Digital Painting Art= Colour painting	Creating Media Making Music Music – Patterns and notes in African call and response	Data and Information Branching Databases Science – sorting fossils	Data and Information Data Logging Science – States of Matter	Programming Selection in physical computing DT – Mechanisms (Cams)	Creating Media 3D modelling
Spring 2	Data and Information Grouping data Science – Everyday Materials	Data and information Pictograms Science – Living things and their Habitats	Creating Media Animation Science – Plants and animals Geography – agriculture	Creating Media Audio Editing Science – music, samba and transporting motifs	Programming Selection in quizzes History – Anglo Saxons quizzes	Data and information Spreadsheets
Summer 1	Programming Introduction to animation Art- Drawing	Creating Media Digital Photography Art – Digital Art / colour	Programming Events and Actions	Programming Repetition in Shapes Art- printing repeating patterns	Creating Media Video Editing DT – food technology and recipes	Programming Sensing Science – light sensing
Summer 2	Creating Media Digital Writing Writing- instructions / recipe	Programming Introduction to quizzing	Creating Media Desktop Publishing Geography – travel tourism and trade	Programming Repetition in Games	Data and Information Flat File Databases Geography – world rivers	Creating Media Webpage Creation Geography – North and South America