Computing Curriculum 2014 - 2015

	Autumn		Spring		Summer	
	1	**2**	**1**	**2**	**1**	**2**
Year 1	Using programmable toys	Creating an electronic card	Filming a recipe	Finding images using the web	Illustrating an e-book	Producing a talking book
Year 2	Researching a topic – Presentation skills	Exploring how computer games work	Recording data (mini-beasts)	Email system and communication	On screen programming On screen programming	Taking, selecting and editing digital images
Year 3	Programming an animation	Collaboration of work and use of email	Recording and analysing weather data	Shooting and editing digital video	Researching computer (school) networks	Finding and correcting bugs in programs (debug)
Year 4	Creating an interactive toy	Developing a simple game	Calculating cost and profit	Producing digital music	Producing a wiki	Editing and writing html
Year 5	Cracking codes	Developing an interactive game	Creating an e-safety website	Creating a virtual space	Creating geometric art	Creating and writing a blog page
Year 6	Planning a mobile app	Developing project management skills	Researching the app market	Designing an interface for an app	Developing a simple mobile phone app	Creating video and web copy for a mobile phone app