



# DOG KENNEL HILL PRIMARY SCHOOL



## Computing Overview 2024-2025

### Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Computing</b>	<b>Computing systems &amp; networks: Technology around us</b> <ul style="list-style-type: none"> <li>Define and use technology</li> <li>Mouse and keyboard skills</li> <li>Computer safety</li> </ul>		<b>Data &amp; information: Grouping data</b> <ul style="list-style-type: none"> <li>Match, count, compare and describe groups of objects</li> <li>Answer questions about groups of objects</li> </ul>		<b>Programming: Moving a robot</b> <ul style="list-style-type: none"> <li>Predict, run and match commands using Bee-Bots</li> <li>Follow and give instructions using directions</li> <li>Debug programs</li> </ul>	

### Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Computing</b>	<b>Creating media: Digital photography</b> <ul style="list-style-type: none"> <li>Capturing and editing digital photographs with lighting and effects</li> <li>Understanding what makes a good photo and the differences between landscape/ portrait</li> </ul>			<b>Programming A: Robot algorithms</b> <ul style="list-style-type: none"> <li>Follow, give and order a sequence of instructions</li> <li>Predict the outcome of a program</li> <li>Design, create, test and debug a mat and algorithm for a floor robot</li> </ul>		<b>Programming B: An introduction to quizzes</b> <ul style="list-style-type: none"> <li>Create, change and improve a program using both a given design and their own design in ScratchJr</li> </ul>

### Year 3

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Computing</b>	<b>Computing</b>			<b>Programming A:</b>		<b>Programming</b>



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	<b>systems &amp; networks: Connecting computers</b> <ul style="list-style-type: none"><li>• Develop understanding of digital devices,</li><li>• Compare digital &amp; non-digital devices</li><li>• Be introduced to computer networks</li><li>• Discover the benefits of connecting devices in a network.</li></ul>			<b>Sequence in music</b> <ul style="list-style-type: none"><li>• Explore sequencing in programming using Scratch.</li><li>• Be introduced to a selection of motion, sound, and event blocks</li><li>• Create own programs with sequences.</li><li>• Make a representation of a piano.</li></ul>		<b>B: Events and actions</b> <ul style="list-style-type: none"><li>• Explore links between events and actions,</li><li>• Move a sprite in four directions</li><li>• Explore movement within the context of a maze</li><li>• Design and code their own maze-tracing program.</li></ul>
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### Year 4

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Computing</b>	<b>Computing systems &amp; networks: The Internet</b> <ul style="list-style-type: none"> <li>Describe how networks physically connect to other networks and how these make up the internet</li> <li>Create and evaluate the reliability of online content</li> </ul>		<b>Programming A: Repetition in shapes</b> <ul style="list-style-type: none"> <li>Understand the importance of accuracy in programming</li> <li>Create and debug a programme in Logo</li> </ul>		<b>Creating media: Photo editing</b> <ul style="list-style-type: none"> <li>Edit and change the composition of images using a range of tools and evaluate their effect</li> <li>Understand and reflect on the use of fake images</li> </ul>	

### Year 5/6

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Computing</b>	<b>Computing Systems &amp; Networks: Communication</b> <ul style="list-style-type: none"> <li>Use and understand how search engines work</li> <li>Understand how we communicate using technology</li> </ul>	<b>Creating Media: Web page creation</b> <ul style="list-style-type: none"> <li>Create and evaluate a website, considering copyright and navigation paths, on Google Sites</li> <li>Identify what makes a good web page</li> </ul>				<b>Programming A: Variables in games</b> <ul style="list-style-type: none"> <li>Understand variables in programming through games in Scratch</li> <li>Create and modify variables to create a simulation of a scoreboard</li> </ul>



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