DT and Computing overview

Odd Rolling Programme

	Autumn		Spring		Summer	
Phase 1/2	Technology around us	Digital photography	Digital Writing	Grouping data	Pictograms	Coverage of key skills/ linking computing to other subjects.
	Device free moments	Putting a STOP to online meanness	That's private!	Digital trails	Who is in your online community	Let's give credit
	Cooking and Nutrition Smoothies		**Structures** Baby Bear's Chair		**Mechanisms** Fairground Wheel	
Phase 3/4	Computing systems and networks	Stop frame animation	The internet	Photo editing	Data logging	Coverage of key skills/ linking computing to other subjects.
	Keeping games fun and friendly	My media choices	Private and personal information	Our online tracks	Be a super digital citizen	A creators rights and responsibilities
	Electrical Systems Torches		**Cooking and Nutrition** Eating Seasonally		**Textiles** Cross Stitch & Applique Cushions	
Phase 5/6	Spreadsheets	Webpage creation	Systems and searching	Communication and collab	Introduction to vector	3D Modelling
	Finding balance in the digital world	Big, big data	Who are you online?	Chatting safely online	Digital drama unplugged	My social media life
	Cooking and nutrition Bolognese		**Structures** Playgrounds		**Electrical systems** Doodlers	

DT and Computing overview

Even Rolling Programme

	Autumn			Spring		Summer	
Phase 1/2	Technology around us	Moving a robot and Robot algorithms (Pick parts to suit class)		Programming animations	Programming quizzes	Coverage of key skills/ linking computing to other subjects.	
	The power of words	Your rings of responsibility	This is me	Password power up	Our digital citizenship pledge	Is seeing believing?	
	Cooking and nutrition Balanced diet			**Textiles** Puppets		**Mechanisms** Wheels and axles	
Phase 3/4	Desktop publishing	Events and actions in programs	Branching databases	Repetition in shapes (can reduce lessons as it is a continuation)	Repetition in games (can reduce lessons as it is a continuation)	Coverage of key skills/ linking computing to other subjects.	
	Digital friendships	Is it cyber bullying?	Finding my media balance	You won't believe this!	Reading news online	Beyond gender stereotypes	
	Mechanisms Making a slingshot car		**Digital World** Wearable Technology		**Structures** Pavilion		
Phase 5/6	Selection in physical computing	Selection in quizzes	Video production	Flat file database	Variables in games	Sensing movement	
	My media use: a personal challenge	The power of digital footprints	Don't feed the phish	Finding credible news	Up standers and allies: Taking action against cyber bullying	The four factors of fair use	
	Textiles Stuffed toys		**Mechanisms** Pop-up book		**Cooking and nutrition** Come dine with me		

The following units have been removed from the computing curriculum as they are covered in other subjects. This leaves space in the year for targeted computing work to be undertaken, based on the classes' needs.

Digital music (KS1) (Completed in Music through Chromelabs)

Digital painting (KS1) (Placed within the art curriculum)

Sequencing in sound (KS2) (Completed in Music through Chromelabs and Charanga)

Audio production (KS2) (Completed in Music through Chromelabs and Charanga)

Websites for curriculum plans and access:

https://www.kapowprimary.com/login/

https://teachcomputing.org/curriculum

https://www.commonsense.org/education/digital-citizenship/curriculum