

COMPUTING KEY STAGE 2

Content of lessons will be related to other curriculum areas.

CYCLE A AND C							
Computing	Creating media	Creating media	Online safety	Creating media	Creating media	Programming	
LKS2	<ul style="list-style-type: none"> -To explain that the composition of digital images can be changed -To explain that colours can be changed in digital images -To explain how cloning can be used in photo editing -To explain that images can be combined -To combine images for a purpose -To evaluate how changes can improve an image 	<p>Tinkercad design lessons.</p> <p>Inserting shapes.</p> <p>Moving and resizing.</p> <p>Saving work.</p>	<ul style="list-style-type: none"> -To recognise that you can work in three dimensions on a computer -To identify that digital 3D objects can be modified -To recognise that objects can be combined in a 3D model 	<p>Make use of copy and paste, beginning to understand the purpose of copyright regulations and the need to repurpose information for a particular audience.</p> <p>They show an understanding that not all information on the internet is accurate.</p> <p>Develop a growing awareness of how to stay safe when using the internet (in school and at home) and that they abide by the school's internet safety policy.</p>	<ul style="list-style-type: none"> -To explain that animation is a sequence of drawings or photographs -To relate animated movement with a sequence of images -To plan an animation -To identify the need to work consistently and carefully -To review and improve an animation -To evaluate the impact of adding other media to an animation 	<p>Develop word processing skills including changing font size, colour and style.</p> <p>Insert images.</p> <p>Write, send and reply to emails.</p> <p>Print, save and retrieve.</p>	<ul style="list-style-type: none"> -To explain how a sprite moves in an existing project -To create a program to move a sprite in four directions -To adapt a program to a new context -To develop my program by adding features -To identify and fix bugs in a program -To design and create a maze-based challenge
UKS2	<ul style="list-style-type: none"> -Record and present information integrating a range of appropriate media combining text and graphics in printable form and sound and video for on-screen presentations which include hyperlinks. -Insert new slides, add images, text, animations, hyperlinks and sound. 	<p>Inserting shapes.</p> <p>Moving and resizing.</p> <p>Saving work.</p> <p>Combining shapes.</p> <p>Adding text.</p> <p>Exporting for 3D slicing software.</p>	<ul style="list-style-type: none"> -To create a 3D model for a given purpose -To plan my own 3D model -To create my own digital 3D model 	<p>Independently and with due regard for safety, search the internet using a variety of techniques to find a range of information and resources on a specific topic.</p> <p>Use appropriate methods to validate information and check for bias and accuracy.</p> <p>Repurpose and make appropriate use of selected resources for a given audiences, acknowledging material used where appropriate.</p>	<ul style="list-style-type: none"> -To explain what makes a video effective -To identify digital devices that can record video -To capture video using a range of techniques -To create a storyboard -To identify that video can be improved through reshooting and editing -To consider the impact of the choices made when making and sharing a video 	<ul style="list-style-type: none"> -To review an existing website and consider its structure -To plan the features of a web page -To consider the ownership and use of images (copyright) -To recognise the need to preview pages -To outline the need for a navigation path -To recognise the implications of linking to content owned by other people 	<ul style="list-style-type: none"> -To explain how selection is used in computer programs -To relate that a conditional statement connects a condition to an outcome -To explain how selection directs the flow of a program -To design a program which uses selection -To create a program which uses selection -To evaluate my program
	Photo editing Powerpoint	3D modelling		Stop frame animation Video production	Emails Webpage creation	Events and actions in programs Selection in quizzes	
CYCLE B AND D							
Computing	Computing systems and networks	Programming	Online safety	Programming	Creating media	Data and information	
LKS2	<ul style="list-style-type: none"> -To describe how networks physically connect to other networks -To recognise how networked devices make up the internet -To outline how websites can be shared via the World Wide Web (WWW) -To describe how content can be added and accessed on the World Wide Web (WWW) -To recognise how the content of the WWW is created by people -To evaluate the consequences of unreliable content 	<ul style="list-style-type: none"> -To develop the use of count-controlled loops in a different programming environment -To explain that in programming there are infinite loops and count controlled loops -To develop a design that includes two or more loops which run at the same time -To modify an infinite loop in a given program -To design a project that includes repetition -To create a project that includes repetition 	<p>Make use of copy and paste, beginning to understand the purpose of copyright regulations and the need to repurpose information for a particular audience.</p> <p>They show an understanding that not all information on the internet is accurate.</p> <p>Develop a growing awareness of how to stay safe when using the internet (in school and at home) and that they abide by the school's internet safety policy.</p>	<ul style="list-style-type: none"> -To explore a new programming environment -To identify that commands have an outcome -To explain that a program has a start -To recognise that a sequence of commands can have an order -To change the appearance of my project -To create a project from a task description 	<ul style="list-style-type: none"> -To recognise how text and images convey information -To recognise that text and layout can be edited -To choose appropriate page settings -To add content to a desktop publishing publication -To consider how different layouts can suit different purposes -To consider the benefits of desktop publishing 	<ul style="list-style-type: none"> -To create questions with yes/no answers -To identify the attributes needed to collect data about an object -To create a branching database -To explain why it is helpful for a database to be well structured -To plan the structure of a branching database -To independently create an identification tool 	
UKS2	<ul style="list-style-type: none"> -To explain that computers can be connected together to form systems -To recognise the role of computer systems in our lives -To experiment with search engines -To describe how search engines select results -To explain how search results are ranked -To recognise why the order of results is important, and to whom 	<ul style="list-style-type: none"> -To define a 'variable' as something that is changeable -To explain why a variable is used in a program -To choose how to improve a game by using variables -To design a project that builds on a given example -To use my design to create a project -To evaluate my project 	<p>Independently and with due regard for safety, search the internet using a variety of techniques to find a range of information and resources on a specific topic.</p> <p>Use appropriate methods to validate information and check for bias and accuracy.</p> <p>Repurpose and make appropriate use of selected resources for a given audiences, acknowledging material used where appropriate.</p>	<ul style="list-style-type: none"> -To identify that sound can be recorded -To explain that audio recordings can be edited -To recognise the different parts of creating a podcast project -To apply audio editing skills independently -To combine audio to enhance my podcast project -To evaluate the effective use of audio 	<ul style="list-style-type: none"> -To develop word processing skills including adding text boxes, images and adapting text. -To insert images, resize and move to suit purpose. -To create a combination of features using word and publisher. 	<ul style="list-style-type: none"> -To create a data set in a spreadsheet -To build a data set in a spreadsheet -To explain that formulas can be used to produce calculated data -To apply formulas to data -To create a spreadsheet to plan an event -To choose suitable ways to present data 	
	The internet Systems and searching	Repetition in games Exploring variables in games		Sequencing sounds Audio production	Desktop publishing	Branching databases Spreadsheets	