

Autumn Term - NCE Computing Curriculum

Nursery Development Matters and Birth to 5

- Children can switch a camera on and off.
- Children can take photos on the camera.
- Can play simple games on the Interactive Whiteboard by pressing buttons.
- Mark make on paint software on the Interactive Whiteboard.

Year 1: Computing systems and networks - Technology around us.

- Develop an understanding of technology in school and how to use it responsibly.
- Understand the different components of a computer.
- Improve mouse and keyboard skills.

Creating media - Digital painting

- Choose appropriate tools in a program to create art.
- Make comparisons with working digitally and non-digitally.

Year 3: Computing systems and networks - Connecting computers

- Compare digital and non-digital devices.
- Identify that digital devices have inputs, processes, and outputs.
- Understand how devices can be connected to make networks.

Creating media - Animation

- Capture and edit digital still images.
- Produce a stop frame animation which tells a story.
- Add other types of media to their animation, such as music and text.

Year 5: Computing systems and networks - Sharing information

- Develop understanding of computer systems and how information is transferred between systems and devices.
- Explain the input, output, and process aspects of a variety of different real-world systems.
- Identify and explore how information is shared between digital systems.

Creating media - Vector drawing

- Understand how to use different drawing tools to create images.
- Recognise that images in vector drawings are created using shapes and lines.
- Create images in a drawing program by using layers and groups of objects.

Reception Development Matters and Birth to 5

- Children can record videos on the camera.
- Children can edit photos.
- Erases content and understands how to charge the cameras.
- Can play simple games on the Interactive Whiteboard by dragging and dropping items.
- Children can independently change games or increase levels of difficulty on games.
- Select brushes, colours and rubbers when drawing on paint software

Year 2: Computing systems and networks - IT around us

- Identify IT in school and the wider world.
- Understand how responsible use of IT improves our world in school and beyond.

Creating media - Digital photography

- Recognise that different devices can be used to capture photographs.
- Experience capturing, editing, and improving photos.
- Modify digital photographs for different purposes.

Year 4: Computing systems and networks - The Internet

- Recognise the internet as a network of networks
- Explore the World Wide Web in order to learn about who owns content.
- Evaluate online content.

Creating media - Audio editing

- Identify input devices (microphone) and output devices (speaker or headphones) required to work with sound digitally.
- Capture and edit audio to produce a podcast.
- Understand copyright.

Year 6: Computing systems and networks - Communication

- Understand how to find information on the World Wide Web using search engines.
- Investigate different methods of communication.

Creating media - 3D Modelling

- Produce accurate 3D models of physical objects, such as a pencil holder,
- Plan, develop, and evaluate their own 3D model of a photo frame.