Spring Term - NCCE Computing Curriculum

Teach Computing

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:
Creating media - Digital writing

- Become familiar with typing on a keyboard.
- Use a computer to create and format text.
- Consider the differences between using a computer and writing on paper to create text.

Data and information - Grouping data

- Explore object labels on excel.
- Use labels to sort and group objects by properties.

Year 3:
Creating media - Desktop publishing

- Use desktop publishing software and consider choices of font size, colour and type.
- Create documents by modifying text, images, and page layouts for a specified purpose.

### Data and information - Branching databases

- Understand what attributes are and how to use them to sort groups of objects.
- Create physical and on-screen branching databases.
- Use branching databases to group objects using yes/no questions.

Year 5:
Creating media - Video editing

- Develop skills of capturing videos using technology.
- Plan, capture and edit videos.
- Produce a short film.

Data and information - Flat-file databases

- Use tools within a database to order and answer questions about data.
- Create graphs and charts from data to help solve problems.
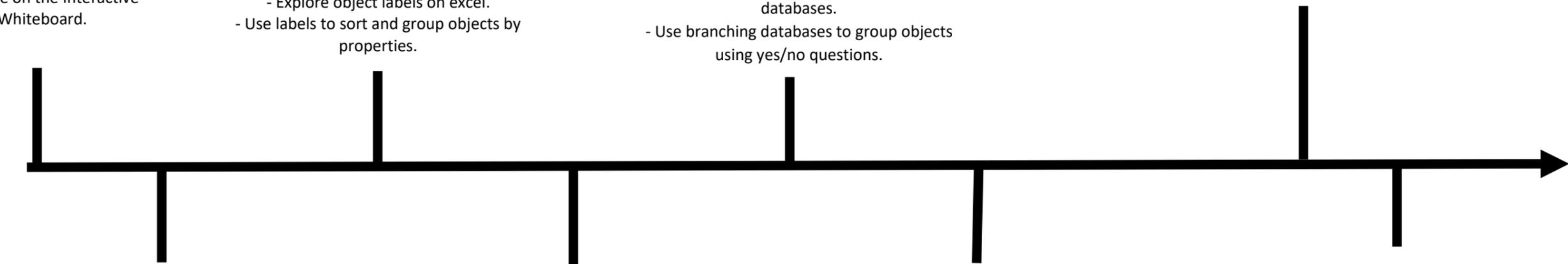
Reception
Development Matters and Birth to 5

- 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:
Creating media - Making music

- Explore how music can make them think and feel.
- Make music with both percussion instruments and digital tools.
- Use a computer as a tool to explore rhythms and melodies.
- Create a musical composition

Data and information - Pictograms

- Understand what data means and how this can be collected.
- Collect data in tally charts.
- Use attributes to organise and present data on a computer.

Year 4:
Creating media - Photo editing

- Understand how digital images can be changed and edited.
- Manipulate digital images.
- Reflect on the impact of changes and whether the required purpose is fulfilled.

Data and information - Data logging

- Consider how and why data is collected over time.
- Understand how computers use special input devices called sensors to monitor the environment.
- Explore data points, data sets, and logging intervals.
- Review and analyse data.

Year 6:
Creating media - Web page creation

- Identify what makes a good web page.
- Design and evaluate their own website using Google Sites.
- Understand the importance of copyright, aesthetics, and navigation.

Data and information - Spreadsheets

- Organise data into columns and rows to create their own data set.
- Understand the importance of formatting data to support calculations.
- Answer questions by using spreadsheets to organise and calculate data.