



## St Joseph's Catholic Primary School

### Computing Curriculum

Class	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Nursery	<b>Computer science</b> Algorithms Remote control cars <b>IT</b> <b>Software</b> (Camera /app skills)	<b>Computer science</b> Algorithms Remote control cars  <b>Digital literacy</b> <b>E safety</b>	<b>Computer science</b> Everyday algorithms  <b>Computer science</b> Search technologies (QR codes)	<b>Computer science</b> Everyday algorithms  <b>IT</b> <b>Software</b> (Camera/app skills)	<b>Computer science</b> Everyday algorithms  <b>Computer science</b> Search technologies (QR codes)	<b>Computer science</b> Everyday algorithms  <b>IT</b> <b>Software</b> (Camera/app skills)
Reception	<b>Digital literacy</b> <b>E safety</b>  <b>Computer science</b> Everyday algorithms	<b>Computer science</b> Algorithms (Remote control cars)  <b>Computer science</b> Everyday algorithms	<b>Computer science</b> Search technologies (QR codes)	<b>Computer science</b> Algorithms (Remote control cars)  <b>Computer science</b> Search technologies (QR codes)	<b>IT</b> <b>Software</b> (Camera/app skills)  <b>Computer science</b> Everyday algorithms	<b>IT</b> <b>Software</b> (Camera/app skills)  <b>Computer science</b> Everyday algorithms
Year One	<b>Digital literacy</b> <b>E safety</b>	<b>Computer science</b> Computer networks (Technology)	<b>Computer science</b> Algorithms (2Go software)	<b>IT</b> <b>Software</b> (Word Processing)	<b>Computer science</b> Algorithms (Robot/Beebots)	<b>IT</b> <b>Software</b> (Pictograms)
Year Two	<b>Digital literacy</b> <b>E safety</b>	<b>Computer Science</b> Computer networks (Technology)	<b>Computer science</b> Algorithms (Music)	<b>IT</b> <b>Software</b> (Word processing)	<b>Computer science</b> Algorithms (On screen turtle)	<b>IT</b> <b>Software</b> (Pictograms)
Year Three	<b>Digital literacy</b> <b>E safety</b>	<b>Computer science</b> Computer networks (Networks & the internet)	<b>Computer science</b> Programming (Flow charts)	<b>IT</b> <b>Software</b> (Word processing)	<b>Computer science</b> Programming (Gaming)	<b>IT</b> <b>Software</b> (Graphs)
Year Four	<b>Digital literacy</b> <b>E safety</b>	<b>Computer science</b> Search technologies (Effective searching)	<b>Computer science</b> Programming (On screen turtle)	<b>IT</b> <b>Software</b> (Stop frame film)	<b>Computer science</b> Programming (Gaming)	<b>IT</b> <b>Software</b> (Branching databases)
Year Five	<b>Digital literacy</b> <b>E safety</b>	<b>Computer science</b> Networks and search technologies (Evaluating content and network rankings)	<b>Computer science</b> Programming (Pro-bot robot cars)	<b>IT</b> <b>Software</b> (iMovie film)	<b>Computer science</b> Programming (Gaming)	<b>IT</b> <b>Software</b> (Databases)
Year Six	<b>Digital literacy</b> <b>E safety</b>	<b>Computer science</b> Networks and search technologies (Communication and collaboration)	<b>Computer science-</b> Programming (Gaming)	<b>IT</b> <b>Software</b> (PowerPoint/Multimedia)	<b>Computer science</b> Programming (Flowcharts and interfaces/Simulations)	<b>IT</b> <b>Software</b> (Excel Spreadsheets)

\*Digital Literacy (E safety is revisited each term)