

Swanton Morley VC Primary School
Computing Curriculum Overview OAK Class

PATHFINDERS	<ul style="list-style-type: none"> • Know and understand how to stay safe online. • Be able to find information online using simple internet searches • Be able to formulate questions and find answers with a specific purpose • Be able to program a Bee-Bot (floor robot) to make simple repeatable movements identifying and correcting errors • Understand that an input has direct relationship with an action (the output) • Use the keyboard confidently locating keys and using the shift button to toggle between upper and lower case. • Be able to type at least 5 words per minute • Use technology confidently to create imaginative digital content combining images and text for a given purpose. • Be able to read and edit text on screen and use word banks confidently. 	<ul style="list-style-type: none"> • To understand how to use an online paint program to create an image (of the Northern Lights) • To know how to use sound and text to enhance their computer-based art • To understand how work can be saved and shared with others • To know how to give and follow instructions, including turning movements, one at a time • To know how to write an algorithm (for an everyday activity) • To understand how to create an algorithm for a specific purpose (to guide a robot partner around a pencil maze) • To know how to collect data in a chart • To know how to use digital software to create a pictograms and graphs • To know how to write an algorithm to make a jam sandwich • To know how to program a Bee-Bot / on-screen turtle with directional commands to follow a path • To know how to write an algorithm in a flowchart to program a Bee-Bot /on-screen turtle to follow a path • To know how to use a presentation program to create a simple presentation • To know how to create a branching database to sort data • To learn about colour pops and know how to employ basic photo editing techniques • To know how to create a podcast or radio-style broadcast • To understand how to sequence within algorithms and programs • To understand and use repetition or loops within block-based programming • To begin to understand how to use events when programming • To know how to use word processing and editing skills to create an information document
	<ul style="list-style-type: none"> • Know and understand how to stay safe online. • Know the layout of the keyboard including using punctuation marks and using shift to find alternate key functions. • Be able to type at least 10 words per minute. • Be able to independently open software and use applications to open, save and print documents and files • Be able to combine text and images to create documents for a specific purpose and present information to an audience. • Be able to confidently use internet searches, and refine them, to find information on a specific subject. • Be able to classify information and use technology to sort, organise and display it for a given audience • Be able to program instructions (inputs), evaluate outputs and recognise and rectify errors (debugging). 	