Computing Curriculum Overview BIRCH Class

| ADVENTURERS | • **Know and understand how to stay safe online.**
• **Be able to explain how networks operate and the main components (including the internet)**
• **Use a word processor to create documents for different audiences that combine a range of media (text, images, graphs and charts).**
• **Be able to use tables confidently to organise blocks of text/information on a page to create visually distinct documents for specific purposes (desktop publishing/journalism).**
• **Be able to send, receive and reply to emails, create and use contacts, as well as attach a file for the teacher to evaluate/mark.**
• **Use online databases, researching and refining queries with increasing accuracy.**
• **Be able to work with variables, inputs and outputs to design/create a program, system or content to accomplish a given goal.**
• **Be able to record audio and video, editing and combining it with text and graphics within a multimedia presentation**
• **Be able to collect and present information on a spreadsheet and begin to use tools (graphing and statistical) to analyse the data.** | • To know how to generate questions and interrogate a search engine logically
• To know how to pick out key information from a text and evaluate its usefulness
• To know that a presentation is a way of showing someone information
• To create presentations using images and text including transitions and slide animations
• To know how to change, format, add and edit a presentation's style
• To know the basic concepts of coding computer programming using Scratch
• To know that visual programming language is used in coding and tiles containing code build a programme
• To know how to use a range of tools within Scratch to create a simulation
• To know that selection allows you to choose whether to run a section of code only if/when a certain condition is met (inputs)
• To know that algorithms (coding) can be represented as flowcharts
• To know how to troubleshoot errors in coding and explain how alteration affect outcomes (outputs)
• To know that a network is a group of connected things or people and that a Local Area Network (LAN) is a network of connected computers/devices in a specific area
• To know that devices can connect wirelessly to a network (without wires)
• To know that a server is a computer that is always left switched on that serves the network storing files created by users, allowing access to printing and to the Internet
• To know that computer networks and the internet can overcome geographic barriers and enable the sharing of information
• To know that the internet is the largest network that exists and that it was created by Tim Berners-Lee
• To know the advantages of using emails e.g. efficiency, not using paper etc.
• To know the process an email goes through from composition to being received by the sender |