

Year 6

Creating and Publishing

Presenting data

Event Planning

Other formulas in Excel

Walsgrave Computing Curriculum Overview (2021-2022)



<u>/ear group</u>	<u>Autumn</u>	<u>Spring (coding)</u>	<u>Summer</u>
Reception	Creating and Publishing	A is for Algorithm	Art Attack
	Typing Level 1	Intro into computational	 Experimenting with drawing apps
	Typing Level 2	thinking	Find images on the web
	Typing Level 3	Sequencing	
<u>Year 1</u>	Creating and Publishing	App Attack	We are connected
	Turning on/logging in	Computational thinking	 How the web works
	Writing text	Sequencing	Terminology
	Font size etc	Problem solving	 Creating a presentation.
		Algorithms	
<u>Year 2</u>	Creating and Publishing	Let's Fix it	Super Sci Fi
	Editing text	 Debugging 	 Creating a space invader game
	 Copy and Paste 	 Analysing simple computer 	Creating a quiz
	Saving work	programs	 Digital graphics
	Powerpoint intro		
<u>Year 3</u>	Creating and Publishing	My First Program	We are Publishers
	 Page layout 	Coding first game	 Creating an ebook
	Inserting Shapes	Using own graphics	Digital art
	Inserting WordArt/Text box		
<u>Year 4</u>	Creating and Publishing	Making Games	<u>Final Score</u>
	Animation	Coding game	 Sports report writing
	 Transitions 	Animation	Filming reports
		Artificial intelligence	
<u>Year 5</u>	Creating and Publishing	Cars	Newsroom
	Excel Spreadsheets	2 player game	Recording news reports
	• Sum	Variables	Editing footage
	Bar Charts		Chance for use of Green Screen

Heroes and Villians

Conditional language

Broadcasting

Appy Times Part 1

• Designing wearable tech