HOLLINS GRUNDY PRIMARY SCHOOL

Happiness, Health and Respect for Confident, Creative Learners

Hollins Grundy Computing Curriculum - Yearly Overview 2020-21

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	**KS1 iSafe** 5 weeks Personal information and Being safe online	**KS1 iSafe** 5 weeks Personal information and Being safe online	**LKS2 iSafe** 5 weeks Staying safe online	**LKS2 iSafe** 5 weeks Staying safe online	**UKS2 iSafe** Sessions 1-4 (4weeks) Staying safe in a digital world	**UKS2 iSafe** Sessions 5-9 (5 weeks) Staying safe in a digital world
Autumn 2	**KS1 iAlgorithm** 6 weeks Off computer activities to Support understanding of algorithms	**Y2 iProgram** 6 weeks Creating simple animations *Or iPad unit 2*	**Y3 iProgram** 6 weeks Games and animation Development *Or iPad unit 2*	**Y4 iProgram** 6 weeks Making shapes and Navigating mazes *Or iPad unit 2*	**Y5 iProgram(Unit1)** 8 weeks Designing and developing Computer games *Or iPad unit 2*	**Y6 iProgram** 6 weeks Designing and developing Computer programs
Spring 1	**Y1 iWrite** 4 weeks Creating and manipulating Digital text	**Y2 iSearch** 5 weeks Using the web to find things out	**LKS2 iAlgorithm** 3 weeks Sorting and splitting. How problems can be solved more easily	**LKS2 iConnect** 7 weeks Computer networking incl. Using web browsers and Search engines safely and effectively	**UKS2 iAlgorithm** Sessions 1- 2 (2weeks) Searching, Sorting and Networks. Efficient algorithms	**UKS2 iAlgorithm** Sessions 3-4 (2 weeks) Searching, Sorting and Networks. Efficient algorithms

Spring 2	**Y1 iProgram** 5-6weeks Creating & following Algorithms Programming Physical & virtual toys	**Y2iPub** 6weeks Creating interactive ebooks	**iPad Year 3** **Algorithms &** **Programming** 6 weeks Designing and developing algorithms and programs that solve Puzzles with Kodable	**LKS2 iData** 5 weeks Introduction to data representation	**Y5 iWeb** 6 weeks Remixing and creating web Content using HTML	**Y6 iNetwork** 5-6 weeks Networks, data and creating Web content
Summer 1	**iPad Year 1** 5 -6weeks Algorithms & Programming Designing and developing algorithms and programs that solve Puzzles with BeeBot and BeeBot Pyramid	**iPad Year2** 5 -6weeks Algorithms & Programming Designing and developing algorithms and programs to create Simple animations with Daisy the Dinosaur	**Y3 iSimulate** 5-6 weeks Exploring computer simulations	**Y4 iAnimate** 6 weeks Introduction to animation	**Y5 iProgram** **(Unit2)** 8weeks Designing and developing Multi -level Xbox games	**Y6 iApp** 6 weeks Designing and developing Mobile apps
Summer 2		**Y2 iBlog** 6-7 weeks Writing and responding with blogging		**iPad Year 4** **Algorithms &** **Programming** Designing and developing algorithms and programs that solve Puzzles with Lightbot	**iPad Year 5** **Algorithms &** **Programming** 6 to 8weeks Designing and developing computer animations and games With Hopscotch	**iPad Year 6** **Algorithms &** **Programming** 6 to 8weeks Designing and developing computer games with GamePress