

Vision in the Curriculum - Computing

Subject:	Unit	Vision	Spiritual Learners			
Year group			Self-awareness	Others	World And Beauty	Beyond
Yr 1 & 2 Cycle A	Computing systems and networks – Technology around us	We make use of what we already have Be bigger than your fears	How can technology help us overcome our fears?	How can we use technology to connect with people far away?	What beautiful things can we find online?	How does technology help us understand the world around us?
	Creating media – Digital painting	Size of our challenges does not matter	How can we express our creativity through digital painting?	How can we share our digital paintings with others?	What colours and shapes can we find in nature?	How can we imagine new worlds through our digital paintings?
	Programming A – Moving a robot	We make use of what we have	How can we use our problem-solving skills to program a robot?	How can we work together to program a robot?	How can we use a robot to explore our environment?	How can we imagine new possibilities for robots in the future?
	Data and information – Grouping data	Believe it's possible	How can we organise our thoughts and ideas?	How can we work together to collect data?	How can we find patterns in the world around us?	How can we use data to understand the future?

	Creating media – Digital writing	Be bigger than your fears.	How can we express our thoughts and feelings through writing?	How can we share our stories with others?	What stories can we tell about the world around us?	How can we imagine new worlds through our writing?
	Programming B - Programming animations	Size of our challenges does not matter.	How can we use our creativity to program animations?	How can we work together to create animations?	What stories can we tell through animations?	How can we imagine new possibilities for animation in the future?
Yr 1 & 2 Cycle B	Computing systems and networks – IT around us	We make use of what we already have	How can we use technology to learn new things?	How can we use technology to communicate with others?	How can we find information about different places?	How does technology help us understand the universe?
	Creating media – Digital photography	Believe it's possible.	How can we capture our experiences through photography?	How can we share our photos with others?	What beautiful things can we find in our environment?	How can we imagine new possibilities for photography?
	Programming A – Robot algorithms	Be bigger than your fears	How can we use our problem-solving skills to create algorithms?	How can we work together to design and program robots?	How can we use robots to explore our environment?	How can we imagine new possibilities for robots in the future?

	Data and information – Pictograms	Size of our challenges does not matter	How can we organise and understand information?	How can we work together to collect and analyse data?	How can we find patterns in the world around us?	How can we use data to predict the future?
	Creating media - Digital music	Be bigger than your fears.	How can we express ourselves through music?	How can we collaborate to create music?	How can we find inspiration in the world around us?	How can we imagine new possibilities for music?
	Programming B - programming quizzes	We make use of what we already have.	How can we use our knowledge to create quizzes?	How can we work together to create quizzes?	How can we learn about different topics through quizzes?	How can we imagine new possibilities for quizzes?
Yr 3 & 4 Cycle A	Computing systems and networks – Connecting computers	We make use of what we already have.	How can we use our problem-solving skills to connect computers?	How can we work together to create a network?	How can we use computers to connect with people around the world?	How does technology help us understand the world around us?
	Creating media - Stop-frame animation	Believe it's possible.	How can we use our creativity to create animations?	How can we collaborate to create animations?	What stories can we tell through animations?	How can we imagine new possibilities for animation?
	Programming A -	Size of our challenges does not matter.	How can we use our problem-solving	How can we work together	What sounds can we find in nature?	How can we imagine new

	Sequencing sounds		g skills to sequence sounds?	to create music?		possibilities for music?
	Data and information – Branching databases	Be bigger than your fears.	How can we organise and understand information?	How can we work together to create a database?	How can we find patterns in the world around us?	How can we use data to predict the future?
	Creating media – Desktop publishing	We make use of what we already have.	How can we use our creativity to design layouts?	How can we collaborate to create publications?	What stories can we tell through publications?	How can we imagine new possibilities for publishing?
	Programming B - Events and actions in programs	Size of our challenges does not matter.	How can we use our problem-solving skills to program events and actions?	How can we work together to create programs?	How can we use programs to create new things?	How can we imagine new possibilities for programming?
Yr 3 & 4 Cycle B	Computing systems and networks – The Internet	Be bigger than your fears.	How can we use the internet responsibly?	How can we connect with people around the world?	What can we learn about different cultures?	How does the internet help us understand the world?
	Creating media - Audio production	Believe it's possible.	How can we use our creativity to produce audio?	How can we collaborate to create music or sound effects?	What sounds can we find in nature?	How can we imagine new possibilities for audio production?

	Programming A – Repetition in shapes	We make use of what we already have.	How can we use our problem-solving skills to create patterns?	How can we work together to design shapes?	What patterns can we find in nature?	How can we imagine new possibilities for design?
	Data and information – Data logging	Size of our challenges does not matter.	How can we collect and analyse data?	How can we work together to understand data?	How can we find patterns in data?	How can we use data to predict the future?
	Creating media – Photo editing	Believe it's possible.	How can we use our creativity to edit photos?	How can we collaborate to create visual projects?	What can we learn about different places?	How can we imagine new possibilities for photography?
	Programming B – Repetition in games	We make use of what we already have.	How can we use our problem-solving skills to create games?	How can we collaborate to design games?	What stories can we tell through games?	How can we imagine new possibilities for gaming?
Yr 5 & 6 Cycle A	Computing systems and networks - systems and searching	We make use of what we already have.	How can we use our problem-solving skills to understand computer systems?	How can we collaborate to search for information?	What can we learn about different cultures?	How does technology help us understand the world?

	Creating media - Video production	Believe it's possible.	How can we use our creativity to produce videos?	How can we collaborate to create videos?	What stories can we tell through videos?	How can we imagine new possibilities for video production?
	Programming A – Selection in physical computing	Size of our challenges does not matter.	How can we use our problem-solving skills to program physical computing devices?	How can we collaborate to create physical computing projects?	How can we use physical computing to interact with the world?	How can we imagine new possibilities for physical computing?
	Data and information – Flat-file databases	Be bigger than your fears.	How can we organise and understand data?	How can we collaborate to create databases?	How can we find patterns in data?	How can we use data to predict the future?
	Creating media - Introduction to vector graphics	We make use of what we already have.	How can we use our creativity to create vector graphics?	How can we collaborate to design graphics?	What can we learn about design?	How can we imagine new possibilities for graphic design?
	Programming B – Selection in quizzes	Size of our challenges does not matter.	How can we use our problem-solving skills to create quizzes?	How can we collaborate to create quizzes?	How can we learn about different topics through quizzes?	How can we imagine new possibilities for quizzes?

Yr 5 & 6 Cycle B	Computing systems and networks - Communication and collaboration	We make use of what we already have.	How can we use our problem-solving skills to communicate and collaborate online?	How can we work effectively in online teams?	How can we connect with people around the world?	How does technology help us understand the world?
	Creating media – Web page creation	Believe it's possible.	How can we use our creativity to create websites?	How can we collaborate to create websites?	What can we learn about web design?	How can we imagine new possibilities for web development?
	Programming A – Variables in games	Size of our challenges does not matter.	How can we use our problem-solving skills to program games?	How can we collaborate to create games?	How can we learn about game design?	How can we imagine new possibilities for gaming?
	Data and information - Introduction to Spreadsheets	Be bigger than your fears.	How can we organise and understand data?	How can we collaborate to analyse data?	How can we find patterns in data?	How can we use data to predict the future?
	Creating media – 3D Modelling	We make use of what we already have.	How can we use our creativity to	How can we collaborate to create 3D models?	How can we learn about 3D design?	How can we imagine new possibilities for 3D modelling?

			create 3D models?			
	Programming B - Sensing movement	Size of our challenges does not matter.	How can we use our problem-solving skills to program devices that sense movement?	How can we collaborate to create projects that sense movement?	How can we use technology to interact with the world?	How can we imagine new possibilities for sensing technology?
	Using the microbit for primary to secondary transition	We make use of what we already have.	How can we use our problem-solving skills to program the micro bit?	How can we collaborate to create micro bit projects?	How can we use the microbit to interact with the world?	How can we imagine new possibilities for micro bit programming?