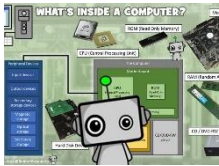











Haresfield Computing Curriculum LKS2

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Year A	Journey Inside a Computer	Programming: Scratch	Creating Media	Investigating weather (Link to water cycle)	Website Design
					
	Children learn about the different parts of a computer through role-play and develop their understanding of how they follow instructions.	Using Scratch, with its block-based approach to coding, pupils learn to tell stories and create simple games	Developing filming and editing video skills through the storyboarding and creation of book trailers.	Children Investigate the role of computers in forecasting and recording weather as well as how technology is used to present forecasts.	Pupils design and create their own websites, considering content and style, as well as understanding the importance of working collaboratively.
Online Safety		Online Safety		Online Safety	
SMART Rules – S Safe: M Meet: A Accepting: R Reliable : T Tell		Keeping passwords secret		What is cyber bullying?	
Top Trumps databases (link to Roman Gods)		Digital literacy	Networks and the internet	Emailing	Further coding with Scratch
Year B					
	Developing their understanding of data and databases, children play with and create their own Top Trumps cards, learning how to interpret information by ordering and filtering.	Developing their video skills, pupils create a book trailer, storyboarding their trailers before then filming and editing their videos, adding effects such as transitions, music, voice and text.	Networks and how devices communicate	Pupils learn how to send emails, including attachments and how to be responsible digital citizens.	Designing, writing and debugging programs that accomplish specific goals. Understand abstraction and patterns recognition.
	Online Safety		Online Safety		Online Safety
Are You Smart Online? Quiz		Copy Cats		E-Safety Computing Planet	