Barndale Activate Curriculum Computing Overview

23/24	Computing (NCCE)										
Topic	Programming A		Programming B		Creating Media		Data and Information		Computing systems and Networks		Creating Media	
Who/When	Hedgehogs	Autumn 1	Hedgehogs	Autumn 2	Hedgehogs	Spring 1	Hedgehogs	Spring 2	Hedgehogs	Summer 1	Hedgehogs	Summer 2
Skills	• https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music • https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions • Year 4 & 5 Repetition				• Stop Motion animation https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation https://editor.wickeditor.com/ https://www.piskelapp.com/ https://brush.ninja https://www.ilearn2.co.uk/freeyear4animation.html/		https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing Photopea		https://docs.google.com/document/d/1jSaiFa7E0ZRA8HQB_oX_WeOdFoqC3TmAAUmHRvbugk0/edit Project Evolve		• **https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing**	
Assessment	Steps 1 & 2		Steps 1 & 2		Steps 1 & 2		Steps 1 & 2		Steps 1 & 2		Steps 1 & 2	

22/23	Computing (NCCE)

Topic	Programming A		Programming B		Creating Media		Creating Media		Data and Information		Computing Systems and Networks	
Who/When	Squirrels	Autumn 1	Squirrels	Autumn 2	Squirrels	Spring 1	Squirrels	Spring 2	Squirrels	Summer 1	Squirrels	Summer 2
Skills	**https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games** **https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes** Programming				https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing		● **https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation**		Crumbles Switches) **https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/lesson-1-connecting-crumbles** **https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/lesson-2-combining-output-devices**		https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet Lessons 4, 5 and 6 https://projectevolve.co.uk/toolkit/resources/years/4/managing-online-information https://projectevolve.co.uk/toolkit/resources/years/4/managing-online-information Fake websites https://x-ray-goggles.mouse.org/ (Cross curricular)	
Assessment	Steps 3 & 4		Steps 3 & 4		Steps 3 & 4		Steps 3 & 4		Steps 3 & 4		Steps 3 & 4	

22/23	Computing (NCCE)

Topic	Programming A		Programming B		Creating Media		Creating Media		Computer Systems and Networking		Data and Information	
Who/When	Foxes	Autumn 1	Foxes	Autumn 2	Foxes	Spring 1	Foxes	Spring 2	Foxes	Summer 1	Foxes	Summer 2
Skills	**https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games** **https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes** https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games				https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing https://projectevolve.co.uk/toolkit/resources/years/year-three/copyright-and-ownership Garageband https://www.apple.com/uk/newsroom/2018/10/everyone-can-create-curriculum-now-available-on-apple-books/https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing https://projectevolve.co.uk/toolkit/resources/years/year-three/copyright-and-ownership/ https://audiomass.co		• **https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing** • • **Canva for Education**h ttps://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing		https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information		**https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases** **https://www.canyoucompute.co.uk/uploads/1/4/2/4/14249012/1_top_trumps_hw.pdf** Glide apps	

Assessment	Steps 5 & 6	Steps 5 & 6	Steps 5 & 6	Steps 5 & 6	Steps 5 & 6	Steps 5 & 6

22/23	Computing (NCCE)					
Topic	Data and Information	Programming A	Creating Media	Programming B	Creating Media	Computer Systems and Networking
Who/When	Badgers / Autumn 1	Badgers / Autumn 2	Badgers / Spring 1	Badgers / Spring 2	Badgers / Summer 1	Badgers / Summer 2
Skills	https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games **Scratch/ VEX** **https://education.vex.com/vr/** **Crash the Castle** **https://docs.google.com/document/d/1tkb4UFh_-E7t25sDY_SKsNANn5sw0MclkBlg5e4V3rM/edit** **Dynamic Wall Maze** **https://docs.google.com/document/d/1Vy62wznMxqjwo6gutlGQLp-dPfk1HGzOrvwlKNoZ-7U/edit**		https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling	https://codecombat…..com	• https://teachcomputing.org/curriculum/key-stage-3/media-vector-graphics	https://teachcomputing.org/curriculum/key-stage-3/clear-messaging-in-diga • https://teachcomputing.org/curriculum/key-stage-3/using-media-gaining-support-for-a-cause
Assessment	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8