

## Barndale Activate Curriculum Computing Overview

22/23	Computing (NCCE)											
Topic	Computing Systems and Networks		Creating Media		Programming A		Data and Information		Creating Media		Programming B	
Who/When	Hedgehogs	Autumn 1	Hedgehogs	Autumn 2	Hedgehogs	Spring 1	Hedgehogs	Spring 2	Hedgehogs	Summer 1	Hedgehogs	Summer 2
Skills	<ul style="list-style-type: none"> <li>Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks</li> </ul>		<ul style="list-style-type: none"> <li>Capturing and editing digital still images to produce a stop-frame animation that tells a story</li> </ul>		<ul style="list-style-type: none"> <li>Creating sequences in a block-based programming language to make music</li> </ul>		<ul style="list-style-type: none"> <li>Building and using branching databases to group objects using yes/no questions</li> </ul>		<ul style="list-style-type: none"> <li>Creating documents by modifying text, images, and page layouts for a specified purpose</li> </ul>		<ul style="list-style-type: none"> <li>Writing algorithms and programs that use a range of events to trigger sequences of actions</li> </ul>	
Assessment	Steps 1 & 2		Steps 1 & 2		Steps 1 & 2		Steps 1 & 2		Steps 1 & 2		Steps 1 & 2	

22/23	Computing (NCCE)											
Topic	Computing Systems and Networks		Creating Media		Programming A		Data and Information		Creating Media		Programming B	
Who/When	Squirrels	Autumn 1	Squirrels	Autumn 2	Squirrels	Spring 1	Squirrels	Spring 2	Squirrels	Summer 1	Squirrels	Summer 2
Skills	<ul style="list-style-type: none"> <li>Recognising the internet as a network of networks including the WWW, and why we should evaluate online content</li> </ul>		<ul style="list-style-type: none"> <li>Capturing and editing audio to produce a podcast, ensuring that copyright is considered</li> </ul>		<ul style="list-style-type: none"> <li>Using a text-based programming language to explore count-controlled loops when drawing shapes</li> </ul>		<ul style="list-style-type: none"> <li>Recognising how and why data is collected over time, before using data loggers to carry out an investigation</li> </ul>		<ul style="list-style-type: none"> <li>Manipulating digital images, and reflecting on the impact of changes and whether the</li> </ul>		<ul style="list-style-type: none"> <li>Using a block-based programming language to explore count-controlled and infinite loops when creating a game</li> </ul>	

					required purpose is fulfilled	
<b>Assessment</b>	Steps 3 & 4	Steps 3 & 4	Steps 3 & 4	Steps 3 & 4	Steps 3 & 4	Steps 3 & 4

22/23	Computing (NCCE)											
Topic	Computing Systems and Networks		Creating Media		Programming A		Data and Information		Creating Media		Programming B	
Who/When	Foxes	Autumn 1	Foxes	Autumn 2	Foxes	Spring 1	Foxes	Spring 2	Foxes	Summer 1	Foxes	Summer 2
Skills	• Recognising IT systems in the world and how some can enable searching on the internet		• Planning, capturing, and editing video to produce a short film		• Exploring conditions and selection using a programmable microcontroller		• Using a database to order data and create charts to answer questions		• Creating images in a drawing program by using layers and groups of objects		• Exploring selection in programming to design and code an interactive quiz	
Assessment	Steps 5 & 6		Steps 5 & 6		Steps 5 & 6		Steps 5 & 6		Steps 5 & 6		Steps 5 & 6	

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Topic	Computing Systems and Networks		Creating Media		Programming A		Data and Information		Creating Media		Programming B	
Who/When	Badgers	Autumn 1	Badgers	Autumn 2	Badgers	Spring 1	Badgers	Spring 2	Badgers	Summer 1	Badgers	Summer 2
Skills	• Exploring how data is transferred by		• Designing and creating webpages, giving consideration to copyright,		• Exploring variables when designing and coding a game		• Answering questions by using spreadsheets to		• Planning, developing, and evaluating 3D		• Designing and coding a project that captures	

	working collaboratively online	aesthetics, and navigation		organise and calculate data	computer models of physical objects	inputs from a physical device
Assessment	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8	Steps 7 & 8