Subject Overview for Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3 E-Safety (1 lesson per half term)	Computer Basics – Networks, logging on. Using online resources: MyMaths, TT Rockstars & Accelerated Reader	Learning to Type – using games and online resources to improve speed and action in typing	Story Board That – Exploring a range of comic designs and content to then create and convert their own to PDF	Dazzle – manipulating images for various purposes and designs	Using an iPad for photos – looking at the art of photography and using devices to take pictures.	Draw Plus Image manipulation – To trace and then re-design a range of photos by exploring different software effects.
Year 4 E-Safety (1 lesson per half term)	Microsoft Office and Networks – using Word and PowerPoint to create, present and edit information around a given subject	Scratch – using commands to create a virtual world for characters to interact.	Jimu Robot – To explore computer programming and sequencing through a range of different software which will lead to the physical programming of a robot.		iMotion – Using the iPad to create movies from stop frames and mixing this with audio recordings.	Microsoft PowerPoint- Advance skills. Breaking the sequential nature of a PowerPoint through hyper-links.
Year 5 E-Safety (1 lesson per half term)	Microsoft PowerPoint – Developing knowledge how 'morph' and other transitions can enhance their presentations	Comic Life & Flippa Clips – importing and creating pictures that can be animated to bring their comics to life.	Image Manipulation and Creative Art – Serif Drawplus – achieving art for a purpose.	Titanic Green Screen – Using iPads to create movies depicting characters that might have sailed on Titanic. Cross Curricular link with English throughout. **Digital leaders trip to Legoland**		LEOCad – exploring the use of CAD software to create a 3D image on the screen.
Year 6 E-Safety (1 lesson per half term)	Microsoft Excel To be able to gather and present data using formulas and graphs to assist with their analysis.	Audacity – using various music tracks, edit and adjust to suit a given purpose.	CODE –Create functional games and use feedback to improve user experience.	Digital Drawing Use the iPads and styluses to build their skills in creating digital art.	Animate It! Using play dough creations to create a stop frame animation movie.	GarageBand – iPad. Using the iPad to recreate known music and personalise sequences.