



Computing	Autumn One		Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Year Three	Internet Safety, Touch Typing Games	Scratch Introduce Scratch and all the Sprites and costumes, instructions, forever loop & fun games to make	Scratch Introduce Key press events Communications between Sprites Hide and Show Story Creation Event Timing	Internet Safety Lightbot – to introduce computer as a machine waiting for instructions. Communication between sprites and backgrounds if statements – conditional logic Sensing – Edge detection Polling Boolean logic – True-False Story creation	Multi –threading Unit testing & debugging Events Sensing Movement: positive/negative steps Controlling movement with arrow keys Setting direction Key press blocks Hwangle and direction work together Stage Axis & movement XY position in 2 dimensional coordinate space	Internet Safety Polygons Circle described in degrees Repeat loops Number of iterations Nested repeated loops The pen	The design process Variables and data Incrementing/decrementing variables Game over state – win or lose Variables – how to create labels and use them Sprite creation Game design process Logic & Random numbers
Year Four –	Internet Safety, Touch Typing	Scratch Introduce Scratch and all the Sprites and costumes, instructions, forever loop & fun games to make	Scratch Introduce Key press events Communications between Sprites Hide and Show Story Creation Event Timing	Internet Safety Lightbot – to introduce computer as a machine waiting for instructions. Communication between sprites and backgrounds if statements – conditional logic Sensing – Edge detection Polling Boolean logic – True-False Story creation Ledo W&Do 2.0- Engineering using instructions to create animated lego – all year	Internet Safety Lightbot – to introduce computer as a machine waiting for instructions. Communication between sprites and backgrounds if statements – conditional logic Sensing – Edge detection Polling Boolean logic – True-False Story creation Ledo W&Do 2.0- Engineering using instructions to create animated lego – all year	Internet Safety Polygons Circle described in degrees Repeat loops Number of iterations Nested repeated loops The pen	The design process Variables and data Incrementing/decrementing variables Game over state – win or lose Variables – how to create labels and use them Sprite creation Game design process Logic & Random numbers
Year Five	Internet Safety, Touch Typing	Scratch Introduce Scratch and all the Sprites and costumes, instructions, forever loop & fun games to make	Scratch Introduce Key press events Communications between Sprites Hide and Show Story Creation Event Timing	Internet Safety Lightbot – to introduce computer as a machine waiting for instructions. Communication between sprites and backgrounds if statements – conditional logic Sensing – Edge detection Polling Boolean logic – True-False Story creation Ledo W&Do 2.0- Engineering using instructions to create animated lego – all year	Internet Safety Lightbot – to introduce computer as a machine waiting for instructions. Communication between sprites and backgrounds if statements – conditional logic Sensing – Edge detection Polling Boolean logic – True-False Story creation Ledo W&Do 2.0- Engineering using instructions to create animated lego – all year	Internet Safety Polygons Circle described in degrees Repeat loops Number of iterations Nested repeated loops The pen	The design process Variables and data Incrementing/decrementing variables Game over state – win or lose Variables – how to create labels and use them Sprite creation Game design process Logic & Random numbers
Year Six	Internet Safety, Touch Typing	Design, write and debug programs using Scratch that accomplish specific goals, controlling or simulating physical systems, solve problems. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output		Internet safety Be Internet Awesome to continue the consolidation of being safe online Story Creation and 2 player games Boolean Logic – True-False Using HTML, CSS and JavaScript to create websites Ledo W&Do 2.0- Engineering using instructions to create animated lego-all year	Internet Safety using SMART logic The game design process Variables, data and lists Sprite and Background creation-2D and 3D Nested repeated loops Using HTML, CSS and JavaScript to create websites		