# The Ellis - Computing Curriculum Map

Each year group to have a balance of Computer Science, Digital Literacy and IT.

Particular attention to be given to online safety as a thread throughout the year groups. To be picked up through PSHE as well. Also, assemblies and any after school clubs where children go online.

YEAR A

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Year One | Fire! Fire!  Y1  To use a paint program to paint a picture of the Great Fire of London.  Y2 - use the Y2 NCCE lesson plans to see progression and what skills will be needed.  <https://drive.google.com/drive/folders/1QHPLZcrioPM51UM30wquesfjOBdG1z1C> | Party! Party!  Y1 Project Evolve  Y2 - also look at Y2 resources. All found on <https://projectevolve.co.uk/toolkit/> | Out of this World  Twinkl Scratch Jr lessons  Scratch junior  <https://www.scratchjr.org/>  Space scene with rocket flying through sky. | Chocolate  Y1  Y2  J2e.data  Handling data - create bar chart of favourite chocolate bars.  <https://www.j2e.com/j2data/>  Film children presenting their findings + film their advert | Into the Woods  Y1  Y2  Barefoot computing - Beebot Basics and Beebot 1,2,3.  Beebot - To create instructions for a map of the route to Granny’s house avoiding trees/obstacles. To create similar maps for other fairy stories. | Oh It’s a Jolly Holiday  Y1 - <https://drive.google.com/drive/folders/1z2Jq0rRL7yNmZ7tvBZjMUOyF5z5ql9Ld>  Y2  To use word processing to type a postcard. |
| Year Two |
| Year Three | Egyptians  Y3  Y4  Connecting computers unit  History lesson - hieroglyphics: create a code sheet. Send hieroglyphic messages. | Stone/Iron Age  Y3  Y4  Use green screen to present information about the stone age  Check out Seymour and Learhn’s website. | Coal Mine  Y3  Y4  Beebot/scratch to get the coal out of the mine avoiding obstacles    Block one lighting the path. | Build it  Y3  Y4  Stop frame animation using lego | Coasts  Y3  Y4  Desktop publishing to create leaflets for seasides.  Google earth.  Pic Collage/Book Creator/ PowePoint/ Google Slides | VIP  Y3  Y4  Children to create surrealist images to represent a famous person- info tech 1 Kapow |
| Year Four |
| Year Five | Victorians  Y5+Y6 - Search Technologies (IT)  Barefoot - <https://www.barefootcomputing.org/resources/selecting-search-activity>  NCCE - <https://docs.google.com/document/d/1MT2pOJTg1VLUYe7imePTRhpj1E8ntwrueprPiC1DVyM/edit>  Link to DL and Online Safety - Copyright and ownership (Project Evolve resource coming soon) | Terrible Tudors  Y5+Y6  Build on Autumn 1 learning to search for information on Sir Francis Drake.  Create fact file/newspaper report/ blog post about the explorer.  DL - evaluate digital content: Use <https://www.allaboutexplorers.com/explorers/drake/> to evaluate online information.  Use technology safely - use <https://x-ray-goggles.mouse.org/> to show how webpages can be edited. **Link to fake news.** | Rainforests  Y5+Y6  1st half term - (IT) Collect data on weather - rainfall. Use spreadsheets to record data and produce graphs. Add data to create an infographic.  2nd Half term - (CS) Use the micro:bit to look at data handling. <https://microbit.org/lessons/> | | Lest We Forget (WW2)  Y5+Y6  1st half term -  Exploring different codes e.g. barcodes, QR codes and create a scavenger hunt with these.  <https://www.barefootcomputing.org/resources/code-cracking>  6 lesson presenting information (DL + IT strand)  Introduces pupils to the history of computing and, in particular, how computers were used as code-cracking devices in World War II. Pupils learn about Alan Turing and become code crackers themselves. They then create their own movie about code cracking.  2nd half term - (CS)  Create an enigma code breaker or create morse code using the crumble or scratch.  <http://code-it.co.uk/wp-content/uploads/2016/11/cp_morsecode_plan.pdf> | |
| Year Six |

YEAR B

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Year One | Once Upon a Time  Y1 + Y2 (CS)  Barefoot computing - Beebot Basics and Beebot 1,2,3.  Beebot - To create instructions for a map of the route to Granny’s house avoiding trees/obstacles. To create similar maps for other fairy stories.  Progression: Add extra obstacles and use more evaluation. | Toy Story  Y1+Y2  Friendships - online safety and treating others kindly.  Use Project Evolve/Ed for a Conn. World. | What a Hero!  Y1+Y2 (IT)  How technology makes jobs easier.  Technology all around us - people who help us.  How do computers work? What is a computer?  NCCE | Zoom!  Y1 +Y2 (CS)  Twinkl Scratch Jr lessons  Scratch junior  <https://www.scratchjr.org/>  Vehicles moving across the city.  Progress onto speeding up the vehicle or adding multiple vehicles. | Castles, Knights and Dragons  Y1+Y2 (IT+DL)  Puppet Pals - app  Move characters around the screen. Get them to have a conversation.  Chatterpix - animate a character related to the topic.  Evaluation - which app was best? | Go Wild!  Y1 + Y2 (IT)  Data Handling  Unplugged version - guess who.  Branching Databases - unplugged: Ask Yes/No questions. Children move to their respective answers.  <https://www.j2e.com/j2data/>  Look at <http://www.zookazam.com/> |
| Year Two |
| Year Three | Rotten Romans  Y3+Y4 (IT + DL)  E-book- interviewing Roman Centurion  Book Creator | India  Y3+Y4 (IT)  Data Handling  Micro:bit - measures light. England v India  Measuring temp - iPad or websites.  Create (Y3) bar chart (Y4) spreadsheet and then create bar chart.  Use this data to create leaflet about India. | Vicious Vikings  Y3+Y4 (CS)  Introduction to Scratch (Y3 - continue with Scratch Jr). | Pirates  Y3+Y4 (DL)  Staying safe online  Passwords  Age restrictions - PEGI ratings  CEOP, ICO, Project Evolve | Extreme Earth  Y3+Y4 (IT)  Green Screen - Weather reports | Dinosaurs  Y3+Y4 (CS)  Augmented Reality  Quiver Vision  The Natural History Museum - virtual tour  KUBO/Scratch - change the sprite to dinosaur. Make the sprite move around the screen.  Recognise an error and debug. |
| Year Four |
| Year Five | Through the Decades  Y5+ Y6 (IT)  Term 1 - The History of Computing - Babbage/Ada Lovelace/ Alan Turing/ Tim Berners Lee  See information on Bletchley Park and also here: <http://hoc.lgfl.org.uk/loading.html>  Term 2 - Networks and invention of the internet and the WWW.  Barefoot - <https://www.barefootcomputing.org/resources/network-hunt-activity>  NCCE - | | It’s All Greek to Me  Y5+Y6 (DL+IT)  Collaborate on a Google Slides presentation.  Group work - research and create individual slides that culminate in a group slideshow.  Incorporate links, images, videos etc.  Link to safe search and copyright. | Amazing Americas  Y5+Y6 (IT)  Collect data on weather - rainfall. Use spreadsheets to record data and produce graphs. Add data to create an infographic.  Also look at Seymour and Learn - Mayan village | Over the Top (WW1)  Y5+ Y6  Create a game on Scratch - to use variables and selection.  Green Screen?? | |
| Year Six |