



Mayfield Primary School Curriculum Documents



COMPUTING OVERVIEW	Autumn	Spring	Summer
EYFS	<p><u>I wonder...where light can appear from.</u> Fine motor focus: finger drawing on iPads. Using early paint tools on iPads.</p>	<p><u>I wonder... if my plant will grow.</u> Introducing skills – simple control: photos and simple recording of plants and their life cycle with simple manipulation of recording Apps using touchscreen technology.</p>	<p><u>I wonder...if everyone lives near the sea.</u> Creating and manipulating images linked to the sea 'I wonder' statement. Children will apply their skills which have been introduced and practiced during the Autumn and Spring Term.</p>
Year One	<p><u>Toy Story</u> Introducing skills – extending control: Exploring remote control cars and how these can be controlled with simple instructions.</p>	<p><u>St Annes in Bloom</u> Using paint tools to create a complete image linked to the wider theme and explaining the use of colour and why they made specific choices. Building upon the Spring and Summer skills and knowledge from the EYFS opportunities.</p>	<p><u>Travels & Tales</u> Exploring text and multimedia in detail for the first time as the children create a Travels & Tales classroom information resource which requires then to use simple labels and images with the opportunity to add sounds. Building complexity as we reach the end of the first two years of their programme.</p>
Year Two	<p><u>Animal Kingdom</u> Continuing to develop work with images by modifying existing images for a particular mood and to communicate ideas linked to their Animal Kingdom studies.</p>	<p><u>Desert Island Champions</u> Receiving from, and sending emails to, historic figures from across the world using Purple Mash email. An introduction to this form of electronic communication. Begin to gather data using simple data handling tools developing knowledge and skills ready for KS2 application.</p>	<p><u>Kings, Queens & Castles</u> Building from Autumn Term Year One, controlling a device so that it can be used for specific effects after programming – namely a device to help daily life in the castle.</p>
Year Three	<p><u>A Roman Invasion</u> Directly developing control work from Summer Year 2, by creating a Roman mosaic design using theedkins.co.uk and using coding skills to create a Roman moving image for an invasion route.</p>	<p><u>Clash of the Titans</u> Recording and electronic communication moves on a stage, with the creation of a mock podcast from the National Trust: Sutton Hoo discovery site.</p>	<p><u>Superb Structures</u> Moving from Year 2 introduction, using a database to store data about structures both locally and across the world including San Francisco. Creating a simple graph using the database tool. Introduce data loggers as part of work.</p>
Year Four	<p><u>The Power and The Rose</u> Create a Powerpoint quiz about the Tudors. Insert pictures, sound, animations and hyperlinks to complete the project. The next stage in text and multimedia work.</p>	<p><u>Passport to New Europe</u> From information about European countries and cities: Use a spreadsheet to gather data and understand physical data as well take readings from the data. Then, follow a simple line of enquiry using the data on their spreadsheet.</p>	<p><u>Valley of the Kings</u> In readiness for the Ancient Egypt museum, code a sequence of repetitive movements linked to digital images to create a browsing tool for museum guests.</p>
Year Five	<p><u>Gods & Legends</u> Use Code Chimp to create an animation for a Greek myth storyboard. Coding movements of characters onto a background.</p>	<p><u>Amazon Adventure</u> Use a data logger to take readings from our region and compare results to those in the contrasting climate region. Use a spreadsheet to gather data and assist with the interpretation before drawing conclusions.</p>	<p><u>Victorians-on-Sea</u> Use Word to generate a tour guide to the new Victorian seaside town. Inserting and formatting images to fit with design of the guide and its purpose.</p>
Year Six	<p><u>We All Stand Together</u> Creating a step by step guide using Publisher to searching for WW2 tanks. Using search engines safely to find reliable, accurate and 'objective' information.</p>	<p><u>Modern Olympic Heroes</u> Olympic Records: Using a database, gather extensive records relating to Olympics Medal Tally's for leading nations since 1936. Displaying data in a range of differing graphs and charts.</p>	<p><u>Bring Me Sunshine</u> Making a film for 'On With The Show'. Filming the rehearsals in progress and the journey of the show from inception to outcome. Film to be produced for potential parental audience. Using publisher to create supporting advertising material for 'On With The Show'.</p>