Meadow Park: Curriculum Map 2021-2022

Key Stage	Year Group	Subject	Teacher	Programme of Study
KS2	3/4/5/6	Computing	Mr Dunn	National Curriculum (NCCE)

Autumn a	Autumn b	Spring a	Spring b	Summer a	Summer b
Topic(s)	**Topic(s)**	**Topic(s)**	**Topic(s)**	**Topic(s)**	**Topic(s)**
Year 3					
Processes / Media animation sequencing	Programing environment / Events and actions	Introduction to photo editing	Introduction to spreadsheets	Introduction to making a webpage	Introduction to Desktop Publishing DTP
Identify inputs, outputs and processes	Identify the objects in a Scratch project (sprites, backdrops), Know that objects in Scratch have attributes	Identify changes that can be made to an image Explore how images can be changed in real life Explain the effect that editing can have on an image	Explain the relevance of data headings, answer questions from an existing data set	Explore a website, discuss the different types of media used on websites Explain that websites are written in HTML	Explain the difference between text and images Recognise that text and images can communicate messages clearly Identify the advantages and disadvantages of using text and images
Draw, sequencing of pictures create animation with prescribed materials	Explain relationships between an event and an action	Use online editor(s), and apply changes that can be made to images using a range of tools	Determine relevant questions using data, apply basic formatting.	Plan the features of a web page, suggest media to include on a page Draw a web page layout that suits a purpose	Change font style, size, and colours for a given purpose Edit text Explain that text can be changed to communicate more clearly
Year 4					
Following processes / Media animation planning	Programming commands / Programming extensions	Photo editing changes	Spreadsheet cell data types	Webpage editing	Desktop publishing editing
Explain that digital devices accept inputs Explain that digital devices produce outputs Follow a process	Identify control commands, describe an on-screen actions for my planning	Justify changes made to images, choose effects to make my image fit a scenario and can their explain choices for a scenario	Explain the relevance of a cell's data type, construct a formula in a spreadsheet	Recognise the need to preview pages, add content to a web page Preview what a web page will look like online	Explain what 'page orientation' means Recognise placeholders and say why they are important
Plan an animation sequence and make adjustments	Enable programming extension(s), show consideration of real world choices when making design selections	Use different effects for different scenarios	change inputs to change outputs within a spreadsheet worksheet	Evaluate how a web page will look like on different devices and suggest/make edits.	Create a DTP template for a particular purpose
Year 5					
Networked device processes / Animation sequencing	Programing connected commands / Testing	Combining images	Spreadsheet formulas	Webpage navigation	DTP document layouts and purpose
Identify networked devices in the environment Link-in inputs, processes and outputs	Start a program in different ways, create a sequence of connected commands	Recognise that not all images are real, sort images into 'fake' or 'real' and explain choices, can combine parts of images to create new images.	Apply formulas to data, including duplicating, recognise that data can be calculated using different operations	Outline needs for a navigation paths Show why describe navigation paths are useful	To consider how different layouts can suit different purposes Identify different layouts Match a layout to a purpose

Plan a sequenced animation and use onion skinning techniques	Test programs against a given designs, match codes to outcomes and modify a program using a design	Talk and discuss fake images	Create a formula which includes a range of cells and apply a formula to multiple cells by duplicating it	Make multiple web pages and link them using hyperlinks	Choose a suitable layouts for a given purposes
Year 6					
Network connections / Animation media	Programing choices / Implementing and justifying designs	Adding elements and gathering feedback	Data representation	Linking and embedding webpage content	Real world DTP
Identify how devices in a network are connected Identify the benefits of computer networks	Build a sequence of commands; decide the actions for each sprite in a program. Make design choices for my artwork	Add other elements to photo editing project file(s), compare the original image(s) with a completed publication	Use a graph(s) to show the answers to questions, utilise a range of graph types	Recognise the implications of linking to content owned by other people Create hyperlinks to link to other people's work	Identify the uses of desktop publishing in the real world State why desktop publishing might be helpful
Utilising other animation and effects Embedding music media	Develop design choices and justify them, implement planned design(s)	Evaluate the impact of a publication(s) on others through feedback	Use formula to calculate the data to provide solutions	Evaluate the user experience of a website	Compare work made on desktop publishing to work created by hand
Assessment Tasks	**Assessment Tasks**	**Assessment Tasks**	**Assessment Tasks**	**Assessment Task**	**Assessment Tasks**
Learners to create a range of posters, leaflets and workbook evidence	Create a range of offline and online coding files. Role play coding logic	Create photo editing files with suitable naming conventions Written development of ideas and processes	Create worksheets within a spreadsheet files Develop written ideas sheets to support thought processes	Create HTML files both online and offline Show screen shot evidence of editor software	Model planned solutions using manual planning methods Create versions of DTP files
Develop electronic evidence files and screen shots of developmental steps	Screen shot evidence and drawings of predicted coding outcomes	Present a range of images in a finalized presentation to class group	Screen shot and printout electronic evidence of sheets, both standard and formulae views	Role play and share verbal explanations of technical functions	Discuss and share opinions and justify their decisions within annotations

Personal Development/CEIAG	Personal Development/CEIAG	Personal Development/CEIAG	Personal Development/CEIAG	Personal Development/CEIAG	Personal Development/CEIAG
Looking at the impact of media and their own self-interactions	Consider diversity, prejudice and bullying within their content development topics	Able to consider image developments in relation to customizing materials to suit their own personal interests	Financial literacy, understanding how spreadsheets can help with modelling personal finances	Explore how personal health information can be accessed online and how to consider official sources	Consider how DTP documents can present information for different target audiences
Reading & Writing	**Reading &Writing**	**Reading &Writing**	**Reading &Writing**	**Reading &Writing**	**Reading &Writing**
Learners will embrace a new range of technological literacy	Learners will explore new programing terms and utilise technical coding blocks	Students will learn methods for editing and optimisation	Interpret graphs and diagrams, including pie charts, and draw conclusions	Consider information and ideas from multiple sources.	Describing key words and generate their own explanations
Speaking & Listening	**Speaking & Listening**	**Speaking & Listening**	**Speaking & Listening**	**Speaking & Listening**	**Speaking & Listening**
Communicate thoughts and rationale effectively.	Learners will share their ideas and thought processes with the class group	Students will debate their developments and process ideas in the class group	Pupils are to communicate conclusions and reasoning clearly and effectively	Problem solving tasks in small groups	Pupils are to consider the assumptions and the context of solutions.
Numeracy & Mathematical Reasoning	**Numeracy & Mathematical Reasoning**	**Numeracy & Mathematical Reasoning**	**Numeracy & Mathematical Reasoning**	**Numeracy & Mathematical Reasoning**	**Numeracy & Mathematical Reasoning**
Explore framerates and some elements of optimization alongside data transmission	Learners will apply mathematical control options within coding blocks	Calculate and export files for given purposes such as webhosting and storage on local media devices	Pupils are embrace cell referencing and numerical functions and formulae	Start to embrace how content optimization constraints can affect webpage development	Explore the effect of varying the values in imported graphics, considering constraints of their own DTP templates
Creative Media	**Creative Media**	**Creative Media**	**Creative Media**	**Creative Media**	**Creative Media**
IPads, videos and white board media	IPad, PC's online coding tools	Research ranges of software and file formats	PC spreadsheet software, worksheets and graph/chart features	PC Interactive games/quizzes/tasks	PC DTP software, web browsers