

# EYAM PRIMARY SCHOOL

## KS1 COMPUTING CURRICULUM (updated 2023)

2 YEAR ROLLING PROGRAMME Based on 'Teach Computing' <https://teachcomputing.org/curriculum>

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>CYCLE 1</b> 2024-25 2028-29	<b>TROPICAL RAINFORESTS</b> Information technology around us Identify IT and how its responsible use improves our world in school and beyond	<b>SPECTACULAR SHANG DYNASTY</b> Digital photography Capturing and changing digital photographs for different purposes.	<b>STONE AGE BRITAIN</b> Robot algorithms Creating and debugging programs and using logical reasoning to make predictions.	<b>UNEXPECTED JOURNEYS</b> Pictograms Collecting data in tally charts and using attributes to organise and present data.	<b>CASTLES &amp; QUESTS</b> Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<b>MOORLANDS</b> Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
<b>CYCLE 2</b> 2025-26 2029-30	<b>DYNAMIC EARTH</b> Technology around us Recognising technology in school and using it responsibly.	<b>ROMANS ON THE RAMPAGE</b> Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<b>ANCIENT EGYPT</b> Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	<b>AMAZING ARTISTS</b> Grouping data Exploring object labels, then using them to sort and group objects by properties.	<b>TOWNS &amp; CITIES</b> Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	<b>RAGING RIVERS</b> Programming animations Designing and programming the movement of a character on screen to tell stories.
<b>CYCLE 3</b> 2022-23 2026-27	<b>AFRICA</b> Information technology around us Identify IT and how its responsible use improves our world in school and beyond	<b>VICTORIANS</b> Digital photography Capturing and changing digital photographs for different purposes.	<b>ANGLO SAXONS</b> Robot algorithms Creating and debugging programs and using logical reasoning to make predictions.	<b>CHOCOLATE</b> Pictograms Collecting data in tally charts and using attributes to organise and present data.	<b>ANCIENT GREEKS</b> Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<b>SPECTACULAR SCULPTURES</b> Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
<b>CYCLE 4</b> 2023-24 2027-28	<b>POLE TO POLE</b> Technology around us Recognising technology in school and using it responsibly.	<b>ON TOP OF THE WORLD</b> Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<b>VIKING INVADERS</b> Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	<b>BRITAIN IN THE BLITZ</b> Grouping data Exploring object labels, then using them to sort and group objects by properties.	<b>EYAM PLAGUE</b> Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	<b>HEALTHY ME</b> Programming animations Designing and programming the movement of a character on screen to tell stories.

