EYAM PRIMARY SCHOOL

LKS2 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
CYCLE 1 2024-25 2028-29	**TROPICAL RAINFORESTS** **The internet** Recognising the internet as a network of networks including the WWW and why we should evaluate online content.	**SPECTACULAR SHANG DYNASTY** **Audio production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**STONE AGE BRITAIN** **Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**UNEXPECTED JOURNEYS** **Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**CASTLES & QUESTS** **Photo editing** Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	**MOORLANDS** **Repetition in games** Using a block-based programming language to explore count0-controlled and infinite loops when creating a game.
CYCLE 2 2025-26 2029-30	**DYNAMIC EARTH** **Connecting computers** Identify that digital devices have inputs, processes and outputs, and how devices can be connected to make networks.	**ROMANS ON THE RAMPAGE** **Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**ANCIENT EGYPT** **Sequencing sounds** Creating sequences in a block-based programming language to make music.	**AMAZING ARTISTS** **Branching databases** Building and using databases to group objects using yes/no questions.	**TOWNS & CITIES** **Desktop publishing** Creating documents by modifying text, images and page layouts for a specified purpose.	**RAGING RIVERS** **Events&actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.
CYCLE 3 2022-23 2026-27	**AFRICA** **The internet** Recognising the internet as a network of networks including the WWW and why we should evaluate online content.	**VICTORIANS** **Audio production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**ANGLO SAXONS** **Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**CHOCOLATE** **Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**ANCIENT GREEKS** **Photo editing** Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	**SPECTACULAR SCULPTURES** **Repetition in games** Using a block-based programming language to explore count0-controlled and infinite loops when creating a game.
CYCLE 4 2023-24 2027-28	**POLE TO POLE** **Connecting computers** Identify that digital devices have inputs, processes and outputs, and how devices can be connected to make networks.	**ON TOP OF THE WORLD** **Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**VIKING INVADERS** **Sequencing sounds** Creating sequences in a block-based programming language to make music.	**BRITAIN IN THE BLITZ** **Branching databases** Building and using databases to group objects using yes/no questions.	**EYAM PLAGUE** **Desktop publishing** Creating documents by modifying text, images and page layouts for a specified purpose.	**HEALTHY ME** **Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.