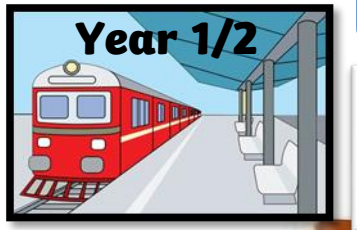
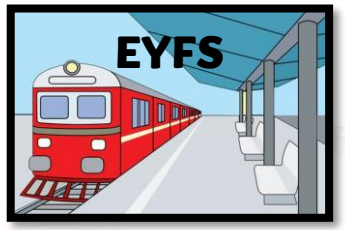
Subject: Computing
Cycle: A





Barefoot Computing – Boats Ahoy Unit
Algorithms, Decomposition, Creating, Tinkering, Logic, Patterns, Abstraction, Collaborating

Barefoot Computing – Busy Bodies Unit
Algorithms, Decomposition, Debugging, Logic, Patterns, Abstraction

Barefoot Computing – Winter Warmers Unit
Algorithms, Creating, Collaboration, Decomposition, Tinkering, Persevering

Computer Systems and Networks
Discovering the features and benefits of information technology.

Creating media – Digital writing
Comparing typing on a keyboard with writing.

Programming A - Beebots
Using logical reasoning to predict outcomes from a sequence.

Handling Data – Block Charts and Bar charts
Exploring data collection and representing it as a bar chart.

Creating Media – Video Editing
Exploring filming and editing technique using Adobe Spark

Creating Media – Photo Editing
Capturing and editing images and considering the impact of these changes.

Computer Systems and Networks
Seeing the internet as a network and evaluating online content.

Data Handling - Spreadsheets
Organising data on spreadsheets and using them for calculations.

Exploration of programming using selection
Modifying a range of programs using selection.

Creating Media – Digital Photography
Capturing, editing and improving images.

Twinkl – Y2 Scratch
Creating and debugging algorithms

Y3 Programming B – Events and Actions
Programming a maze using sequencing.

Exploration of programming using variables
Modifying a range of programs using variables.

PowerPoint Presentation
Using word processing and image formatting to create a PowerPoint presentation on a particular research theme

Twinkl – Radio Station
Using software to record and edit sound to create a radio station.

Computer Systems and Networks – Communication
Looking at the internet as a tool for communication and collaboration

Y4 Programming B – Repetition in Games
Using repetition and continuous loops to create a game.

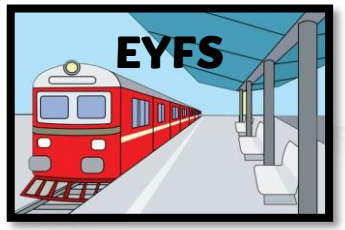
Data and Information – Data Logging (Arduino)
Use data loggers in science understanding how sensors collect the data.

Subject: Computing
Cycle: B

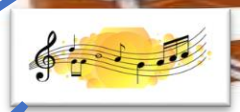
Barefoot Computing – Summer Fun Unit
Tinkering, Persevering, Patterns, Logic, Decomposition, Debugging, Collaborating, Algorithms

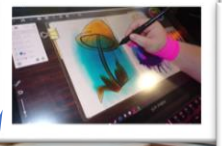
Barefoot Computing – Springtime
Abstraction, Tinkering, Creating, Collaborating, Algorithms, Persevering, Decomposition

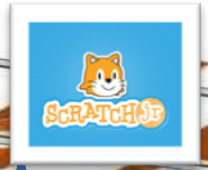
Barefoot Computing – Awesome Autumn Unit
Creating, Pattern, Logic, Algorithms, Decomposition, Collaborating



Computer Systems and Networks
Technology in and out of school and its benefits.



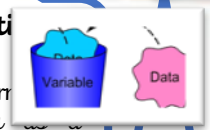




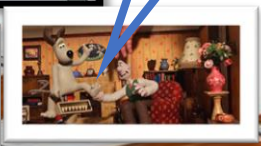
Creating Media – Digital music
A comparison of composition digitally and non-digitally

Programming A - Beebots
Introduction of commands and algorithms.

Data and information – pictograms
Understanding of the ter… and representing data … tally and pictogram.



Creating Media – Stop Motion Animation
Creating a stop frame animation film using other media.

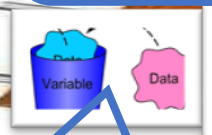


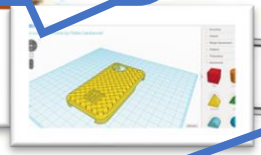
Creating Media – Desktop Publishing (Magazine Cover)
The terms text and image as tools of communication on desktop publishing software.

Computer Systems and Networks
A focus on inputs and outputs.

Data and Information – Flat file Databases
Understand a database and how to sort data with records and fields.

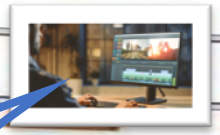
Creating Media – 3D Modelling (Tinkercad)
Exploring moving, resizing and combining 3D shapes in a digital workspace.





Creating Media – Digital Painting
A comparison of painting digitally and non-digitally.

Twinkl – Y1 Scratch
An introduction to coding using the Scratch software.



Y3 Programming A – Sequencing in music
A representation of a piano using sequencing.

Y6 Programming A – Variables in Games
Designing a game using variables, giving them specific names and values.

Film Making – Documentary (Adobe Spark)
Developing capturing, editing and manipulating video skills

Y5 Programming B – Selection in Quizzes
Using selection with the if, then, else blocks to explore conditions and outcomes.

Computer Systems and Networks – Sharing Information
How information is shared between systems and devices including the world wide web.

Y4 Programming A – Repetition in shapes
Creating different patterns and shapes using repetition.

Data and Information – Branching Database
Using yes/no questions to develop a branching database.