

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>KS1 Cycle A</b>	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing Systems and Networks – Technology Around Us <b>Technology, Online, Logging in, Mouse, click, Drag, keyboard, typing, file, deleting, cursor</b>	Creating Media – Digital Photography <b>paintbrush, pencil, eraser, fill tool, spray can, undo, Piet Mondrian, shape tool, line tool, Wassily Kandinsky, tools, feelings, colour, brush style, Georges Seurat, pointillism, brush size, pictures, painting, computers, like, prefer, dislike</b>	Creating Media – Digital Writing <b>word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, font, format</b>	Computing Systems and Networks – IT Around Us <b>Information technology, computer, barcode, scanner/scan</b>	Creating Media – Digital Photography <b>Photography, camera, Landscape, Portrait, Framing, subject, compose, Light sources, flash, Editing, filter</b>	Creating Media – Digital Music <b>Quiet, Loud, Pattern, Rhythm, Pulse, Pitch, Tempo, Notes, Beat</b>

Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>KS1 Cycle B</b>	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Data and Information – Grouping Data <b>Object, label, Group, image, Property, colour, size, shape, Value, Data set, Most, least, fewest</b>	Programming A – Moving a Robot <b>forwards, backwards, commands, instructions, directions, left, right, turn, plan, algorithm, program</b>	Programming B – Programming Animations <b>ScaratchJr, programming, block, joining, command, change, value, block, instructions, program, sprite, algorithm, programming blocks</b>	Data and Information – Pictograms <b>tally chart, data, total, pictogram, enter, most common, least common, attribute, same, different, block diagram, sharing</b>	Programming A – Robot Algorithms <b>sequence, unambiguous, algorithm, order, instructions, prediction, program, route, mat</b>	Programming B – Programming Quizzes <b>Sequence, command, program, run, start, outcome, predict, blocks, algorithm, modify, change</b>

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>KS2 Cycle A</b>	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing Systems and Networks – Connecting Computers <b>Digital device, input, process, output, program, digital, non-digital, connection, network, network switch, server, wireless access point, network cables, network sockets</b>	Creating Media – Desktop Publishing <b>Animation, flip book, Stop-frame, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, evaluation, media, import, transition</b>	Creating Media – Photo Editing <b>Audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, editing, evaluate, feedback</b>	Computing Systems and Networks – Systems and Searching <b>System, connection, digital, input, process, output, search, search engine, refine, index, crawler, bot, search engine, ordering, ranking, links, algorithm</b>	Creating Media – Introduction to Vector Graphics <b>Video, audio, camera, talking head, panning, close up, microphone, lens, close up, mid-range, long shot, moving subject, side by side, high angle, low angle, normal angle, static, zoom, pan, tilt, storyboard, filming, review, import</b>	Creating Media – 3D Modelling <b>Website, web page, browser, media, Hypertext Markup Language (HTML) hyperlink, evaluate, external link, subpage, home page, preview, evaluate, device, Google Sites, copyright, fair use, logo, layout</b>

Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>KS2 Cycle B</b>	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Programming A – Sequencing Sounds <b>Scratch,</b> <b>programming,</b> <b>blocks,</b> <b>commands, code,</b> <b>sprite, costume,</b> <b>stage, backdrop,</b> <b>motion, turn, point</b> <b>in</b> <b>direction, go to,</b> <b>glide, sequence,</b> <b>event, task,</b> <b>design, code, run</b> <b>the</b> <b>code, order, note,</b> <b>chord, design,</b>	Programming A – Repetition in Shapes <b>Program, turtle,</b> <b>commands, code,</b> <b>snippet, algorithm,</b> <b>debug, pattern,</b> <b>repeat, repetition,</b> <b>count-controlled</b> <b>loop, value, trace,</b> <b>decompose,</b> <b>procedure</b>	Programming B – Selection in Quizzes <b>Selection,</b> <b>condition, true,</b> <b>false,</b> <b>count-controlled</b> <b>loop, outcomes,</b> <b>conditional</b> <b>statement,</b> <b>algorithm,</b> <b>program,</b> <b>question, input,</b> <b>design, , run,</b> <b>test, setup</b>	Programming A – Variable in Games <b>Variable, change,</b> <b>name, value, set,</b> <b>design, event,</b> <b>algorithm, code,</b> <b>task,</b> <b>artwork, program,</b> <b>project, test,</b> <b>improve, share</b>	Programming B – Events and Actions in Programs <b>Motion, event,</b> <b>sprite, algorithm,</b> <b>logic,</b> <b>move, resize,</b> <b>extension block,</b> <b>pen up,</b> <b>set up, pen,</b> <b>design, event,</b> <b>action,</b> <b>debugging, errors,</b> <b>setup, code, test,</b> <b>debug, actions</b>	Programming B – Repetition in Games <b>Loops, Code,</b> <b>Infinite Loop,</b> <b>Counter-</b> <b>Controlled Loop,</b> <b>Animation,</b> <b>Costume, Modify,</b> <b>Algorithm,</b> <b>Develop</b>

	<b>algorithm, bug, debug</b>					
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Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>KS2 Cycle C</b>	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing Systems and Networks – The Internet <b>Network, Internet, Routers, World Wide Web, Websites, Devices, Upload, Content, Online, Sharing, Misleading</b>	Creating Media – Stop-Frame Animation <b>animation, flipbook, stop-frame animation, frame, sequence, setting, character, event, onion skinning, consistent, media, import, transition</b>	Creating Media – Audio Production <b>Audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, host, engineer, export, MP3, playback, selection,</b>	Computing Systems and Networks – Communication and Collaboration <b>data, address, Internet Protocol (IP) address, Domain Name Server (DNS), Packet, header, data payload, Chat, explore, slide deck, Communication, Internet, public,</b>	Creating Media – Video Production <b>Video, panning, close up, Mid range, Long shot, Subject, Zoom, Pan, Tilt, Storyboard, Split, Trim, Reshoot</b>	Creating Media – Webpage Creation <b>Hypertext Markup Language (HTML), Browser, Header, Website, Web page Copyright, fair use, Home page, Preview, Hyperlink, Subpage</b>

			waveform, audio engineer	private, one-way, two-way, one-to-one, one-to-many		
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Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle D	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Data and Information – Branching Databases <b>Attribute, Value, branching database, database, Questions, Objects, Order, Structure, Decision tree</b>	Data and Information – Data Logging <b>data, table, layout, input device, sensor, data logger, logging, data point, interval, data set, import, export, collection</b>	Programming A – Selection in Physical Computing <b>microcontroller, components, infinite loop, output component, motor, count-controlled loop, crumble controller, crocodile clips, LED, input, output, condition, selection, action</b>	Programming B – Sensing Movement <b>Micro:bit, MakeCode, USB, if then else, variable, random, sensing, accelerometer, navigation, compass, algorithm, code</b>	Data and Information – Flat- File Databases <b>Database, data, information, record, field, sort, order, group, record, search, value</b>	Data and Information – Spreadsheets <b>Data, collecting, table, structure, spreadsheet, cell, cell reference, data, item, format, formula, calculation, input, output, calculate, operation, range, duplicate, sigma, propose, question, data set</b>



**The Acorn Partnership**

Marston Montgomery Primary School  
Long Lane C of E Primary School

## Computing Curriculum Overview



National Centre  
for **Computing**  
Education