

Computing overview 2019 - 2020

Term Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Red	<i>Busy Being Me</i>	<i>Imagination Station</i>	<i>Magic Time Machine</i>	<i>Our Wonderful World</i>	<i>Wet and Wild</i>	<i>When I Grow Up</i>
Orange	<i>Hot or Not?</i>	<i>Follow that map</i>	<i>Fire! Fire!</i>	<i>Growth and Green Fingers</i>	<i>Robots</i>	<i>The Great Outdoors</i>
	SWGFL Digital literacy & citizenship Online Safety	<i>Espresso Unit 1a: Design and create a simple program</i>	<i>Espresso Unit 1b: Design and create a game with pictures and events</i>	<i>Apps i.e. book creator Use technology purposefully to create, organise, store, manipulate and retrieve digital content</i>		
Yellow	<i>The Place Where I Live</i>	<i>Explorers</i>	<i>Fighting Fit!</i>	<i>Circle of Life</i>	<i>Creepy Crawlies</i>	<i>Buckets and spades</i>
	SWGFL Digital literacy & citizenship Online Safety	<i>Espresso Starter unit: Combine start events and click events. Learn to draw things in the background</i>	<i>Espresso Unit 2a: Create your own app with pictures and events</i>	<i>Espresso Unit 2b: Make your own app or game, programming objects logically with clear instructions and debugging code when there is a problem</i>	<i>Apps i.e. book creator Use technology purposefully to create, organise, store, manipulate and retrieve digital content</i>	
Green	<i>Oh the Places you'll go</i>	<i>Healthy Humans</i>	<i>The Iron Man</i>	<i>Rock and Roll</i>	<i>The Romans</i>	<i>Let it Shine</i>
	SWGFL Digital literacy & citizenship Online Safety	<i>Espresso Starter unit: Learn how to program buttons to move another object around</i>	<i>Espresso Unit 3a: Learn to design, write and debug your own app; add different events to make things happen and program actions in a sequence.</i>	<i>Espresso Unit 3b: Learn to design and make your own app. Practise using conditional events in code and debugging code when there is a problem.</i>	<i>Apps i.e. book creator, Prezzi, Powerpoint, Touchcast, Lego movie, Keynote, Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</i>	
Blue	<i>Sparks Might Fly!</i>	<i>The Great Plague</i>	<i>Teeth, Tummies and Talent.</i>	<i>Passport to Europe</i>	<i>Hunted</i>	<i>Egyptians</i>

	SWGFL Digital literacy & citizenship Online Safety	Espresso Starter unit: Learn how to program buttons to move another object around	Espresso Unit 4a: Learn how to design and make your own app. Practise using variables and conditional events in code and debugging when there is a problem.	Espresso Unit 4b: Design, write and debug programs.	Apps <i>i.e. book creator, Prezzi, Powerpoint, Touchcast, Lego movie, Keynote,</i> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	
Indigo	<i>Food, Glorious Food</i>	<i>A Kingdom United</i>	<i>Earthlings</i>	<i>Careers and Engineers</i>	<i>Amazon Adventure</i>	<i>Faster, stronger</i>
	SWGFL Digital literacy & citizenship Online Safety	Espresso Starter unit: Consolidate understanding of repetition and loops by using them in code to make an object turn repeatedly, and to make an animation.	Espresso Unit 5A: Apply the computer programming concepts in Unit 5a to design, create and debug programs.	Espresso Unit 5B: Apply computer programming concepts in Unit 5b to design, create and debug programs.	Apps <i>i.e. book creator, Prezzi, Powerpoint, Touchcast, Lego movie, Keynote,</i> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	
Violet	<i>Monkey to Man</i>	<i>Heroes and Villains</i>	<i>Super Sleuth</i>	<i>Lights, Camera, Action!</i>	<i>London</i>	<i>London</i>
	SWGFL Digital literacy & citizenship Online Safety	Espresso Starter unit: Use variables to control the direction and speed of a car within a game.	Espresso Unit 6a Apply the computer programming concepts in Unit 6a to design, create and debug programs.	Espresso Unit 6b: Apply the computer programming concepts in Unit 6b to design, create and debug programs.	Apps <i>i.e. book creator, Prezzi, Powerpoint, Touchcast, Lego movie, Keynote,</i> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	