

Computing Overview at Girton Glebe

Intent Statement:

Through a broad and balanced curriculum, pupils at Girton Glebe will develop a greater appreciation and understanding of international cultures, equality and diversity through exploring global communities, their arts and literature. This intention will also challenge racial stereotypes and gender biases and celebrate differences. The curriculum at Girton Glebe aims to equip our pupils for life. It offers them the opportunity to develop a lifelong love of learning and a good understanding of themselves and others. Our curriculum engenders resilience, self-confidence, empathy and independence. Through these attributes, and the high standards set by teachers, our pupils value effort as a key to success and take great pride in their personal achievements. Teaching and learning at Girton Glebe encourages children to make clear links across their curriculum whilst delivering fun, challenging activities that excite them and pique their interest.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p>Superheroes</p> <p>Computing systems and networks – Technology around us</p>	<p>Dinosaurs</p> <p>Creating media – Digital painting</p>	<p>Memory Box</p> <p>Creating media – Digital writing</p> <p>Data and information – Grouping data</p>		<p>Paws, Claws and Whiskers</p> <p>Programming A – Moving a robot</p>	<p>The Enchanted Woodland</p> <p>Programming B – Introduction to animation</p>
Year 2	<p>Land Ahoy</p> <p>Computing systems and networks – IT around us</p>	<p>Magnificent Monarchs</p> <p>Creating media – Digital photography</p>	<p>Moon Zoom</p> <p>Creating media – Making music</p> <p>Data and information – Pictograms</p>		<p>Street Detectives</p> <p>Programming A – Robot algorithms</p>	<p>Coastline</p> <p>Programming B – An introduction to quizzes</p>
Year 3	<p>Tribal Tales</p> <p>Computing systems and networks – Connecting computers</p>	<p>Rocks, Relics and Rumbles</p> <p>Creating media – Animation</p>	<p>The Ancient Romans</p> <p>Creating media – Desktop publishing</p> <p>Data and information – Branching databases</p>		<p>Flow</p> <p>Programming A – Sequence in music</p>	<p>Scrumdiddlyumptious</p> <p>Programming B – Events and actions</p>
Year 4	<p>Road Trip USA</p>	<p>Gods and Mortals</p>	<p>Misty Mountain, Winding River</p> <p>Creating media – Photo editing</p>		<p>Traders and Raiders</p>	<p>Blue Abyss</p>

	Computing systems and networks – The Internet	Creating media – Audio editing	Data and information – Data logging		Programming A – Repetition in shapes	Programming B – Repetition in games
Year 5	WW1 Computing systems and networks – Sharing information Creating media – Vector drawing		The Normans Creating media – Video editing	Ancient Egyptians Data and information – Flat-file databases	We are Explorers Programming A – Selection in physical computing Programming B – Selection in quizzes	
Year 6	WWII Computing systems and networks – Communication Creating media – 3D Modelling		The Mayans Creating media – Web page creation Data and information – Spreadsheets		Ancient Greece Programming A – Variables in games Programming B – Sensing	

