

Computing Curriculum Overview

Through the IB PYP curriculum, Girton Glebe develops inquiring, knowledgeable and caring young people who help to create a better and more peaceful world through an education that builds intercultural understanding and respect.

Through our 6 core values, we aim to develop children at Girton Glebe who are:

Curious: inquisitive and inquiring

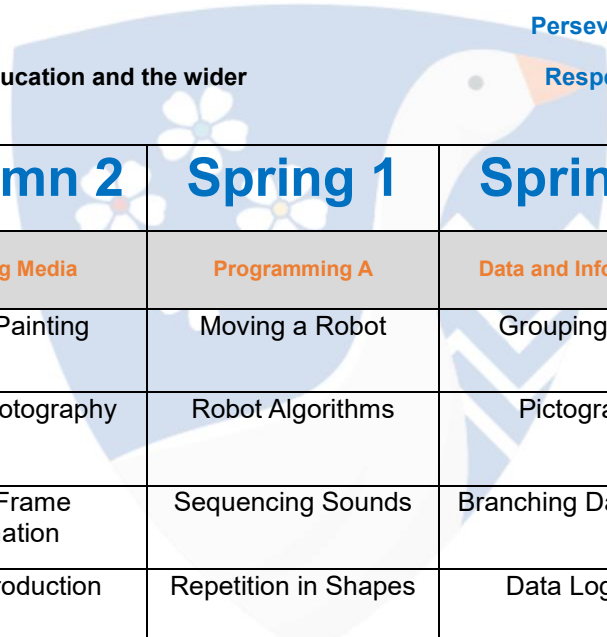
Empathetic: welcoming of others' opinions and valuing the feelings of others

Aspirational: striving to achieve

Persevering: appreciative of the learning journey

Responsible: understanding of their involvement in their education and the wider world

Respectful: inclusive, local and global citizens



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming animations
Year 2	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programmes
Year 4	The Internet	Audio Production	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Systems and Searching	Video Production	Selection in Physical Computing	Flat-File Databases	Introduction to Vector Graphs	Selection in Quizzes
Year 6	Communication and Collaboration	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement