Alfriston School
Computing Curriculum Cycle

Pearl Class – EYFS					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computational Thinking					
Awesome Autumn Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills.	Super Space Space themed activities to develop pupils computational thinking and problem-solving skills. Include creating algorithms to direct a rocket through space and spotting patterns in pictures of aliens.	Springtime Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.	Boats Ahoy Takes children on a journey of discovery as they investigate boats. Four activities make up this set of resources. Includes different uses of boats, floating and sinking predictions, creating a good boat through exploring designs and role play.	Summer Fun Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams, in these three fun activities.	Busy Bodies Activities that help children discover how bodies move and grow. Using the resources provided they explore and learn about parts of the body, growth and movement. Simple algorithms are created and adapted to form a routine of movements.

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Ruby Class (Year 1 & 2) – Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computing systems and networks Technology Around Us Recognising technology in school and using it responsibly.	Computing systems and networks Information Technology Around Us Identifying IT and how it is responsible use improves our world in school and beyond.	Creating media Digital Painting Choosing appropriate tools in a programme to create art, and making comparisons with working non-digitally.	Creating media Digital Photography Capturing and changing digital photographs for different purposes.	Programming Moving a Robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Programming Robot Algorithms Creating and de-bugging programs, and using logical reasoning to make predictions.
Ruby Class (Year 1 & 2) – Cycle B					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Data and information Grouping Data Exploring object labels, then using them to sort and group objects by properties.	Data and information Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Creating media Digital Writing Using a computer to create and format text, before comparing to writing non-digitally.	Creating media Digital Music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming Programming Animations Designing and programming the movement of a character on screen to tell stories.	Programming Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

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Sapphire Class (Year 3 & 4) – Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computing systems and networks Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Computing systems and networks The Internet Recognising the internet as a network of networks including the World Wide Web, and why we should evaluate online content.	Creating media Stop-frame Animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Creating media Audio Production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Programming Sequencing Sounds Creating sequences in a block-based programming language to make music.	Programming Repetition in Shapes Using a text-based programming language to explore-controlled loops when drawing shapes.
Sapphire Class (Year 3 & 4) – Cycle B					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Data and information Branching Databases Building and using branching databases to group objects using yes/no questions.	Data and information Data Logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Creating media Desktop Publishing Creating documents by modifying texts, images, and page layouts for a specified purpose.	Creating media Photo Editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Programming Events and Actions in Programs Writing algorithms and programs that use a range of events to trigger sequences of actions.	Programming Repetition in Games Using block-based programming language to explore count-controlled and infinite loops when creating a game.

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Emerald Class (Year 5 & 6) – Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computing systems and networks Systems and Searching Recognising IT systems in the world and how some can enable searching on the internet. .	Computing systems and networks Communication and Collaboration Exploring how data is transferred by working collaboratively online	Creating media Video Production Planning, capturing and editing video to produce a short film.	Creating media Webpage Creation Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.	Programming Selection in Quizzes Exploring selection in programming to design and code an interactive quiz.	Programming Variables in Games Exploring variables when designing and coding a game.
Emerald Class (Year 5 & 6) – Cycle B					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Data and information Flat-File Databases Using a database to order data and create charts to answer questions.	Data and information Introduction to Spreadsheets Answering questions by using spreadsheets to organise and calculate data.	Creating media Introduction to Vector Graphics Creating images in a drawing program by using layers and groups of objects.	Creating media 3D Modelling Planning, developing and evaluating 3D computer models of physical objects.	Programming Selection in Physical Computing Exploring conditions and selection using a programmable microcontroller.	Programming Sensing Movement Designing and coding a project that captures inputs from a physical device.