

Computing Curriculum and Knowledge Map



The Internet (Y4)

I can describe how content can be added and accessed on the World Wide Web – basic

I can explain how the content on the World Wide Web is created by people – advancing

I can summarise why information I find on the internet may not be honest, accurate or legal - deep

Programming B (Y3) – Events and Actions in

Programs

I can create a program on Scratch to move a sprite in four directions — basic I can identify additional features to add to a program - advancing I can propose improvements to a project - deep

Programming A (Y4) - Repetition in Shapes

I can create a program in a text based language to achieve an outcome – basic I can explain when the 'repeat' command could be used in a program – advancing I can justify reasons for using decomposition in programming deep

Programming B (Y4) - Repetition in Games

I can create a program that uses countcontrolled and infinite loops – basic I can compare count-controlled and infinite loops and identify suitable purposes for theseadvancing I can propose ways to fix and refine a program

LIKS2

Programming A (Y3) – Sequencing Sounds

I can describe a section of code as a sequence and create a sequence of commands to have an outcome – basic

I can list ways to change the appearance of my project - basic I can test my code and explain if it performed how I expected advancing

Connecting Computers (Y3)

I can list similarities and differences between using digital devices and non-digital tools – basic

I can describe the need for a computer network to share information and demonstrate how this works – basic I can identify the benefits of computer networks - advancing

YEAR 4

Programming B (Y4) - Repetition in Games

I can create a program that uses countcontrolled and infinite loops – basic I can describe the difference between countcontrolled and infinite loops - basic I can evaluate the use of repetition in a program - advancing

The Internet (Y4)

I can describe how networks physically connect to other networks – basic
I can describe how content can be added and accessed on the World Wide Web – basic
I can explain that not everything on the World Wide Web is true - advancing

Programming B (Y3) – Events and Actions in Programs

I can create a program on Scratch to move a sprite in four directions – basic
I can create a program that uses an extension block on scratch - basic
I can identify and fix bug in my program - advancing

Programming A (Y4) - Repetition in Shapes

I can create a program in a text based language to achieve an outcome – basic I can define the word 'repeat' and know what command does in a program - basic I can explain decomposition as the breaking down of code into smaller parts to help me to program – advancing

Programming A (Y3) – Sequencing Sounds

I can describe a section of code as a sequence – basic I can create a sequence of commands to have an outcome – basic

I can identify ways to change the appearance of a project based on an appropriate design- advancing

Year B Connecting Computers (Y3) Stop-frame Animation (Y3) Photo Editing (Y4)

I can list similarities and differences between using digital devices and non-digital tools –

I can describe how a computer network can be used to share information - basic

I can explain and demonstrate how information can be passed between devices - advancing

YEAR 3

I can create an effective stopframe animation – basic I can identify ways to improve and edit an animation and explain how these improve it advancing I can recognise improvements to a peer's animation - deep I can describe ways to edit photos – basic I can choose suitable images for a project and explain my choices – advancing I can propose changes to improve an image – advancing

Data Logging (Y4)

I can eollect data using a data sensor – Basic I can present a question that can be answered using logged data – Advancing I can draw conclusions from the data that I have collected Deep

Photo Editing (Y4)

I can create an image that uses different colours and filters – basic

I can describe ways to edit photos – basic I can choose suitable images for a project and explain my choices – advancing

Stop-frame Animation (Y3)

I can create an effective stopframe animation – basic I can describe an animation that is achievable on screen – basic

I can identify ways to improve and edit an animation advancing

Desktop Publishing (Y3)

these - Advancing

I can describe the advantages and disadvantages of using text nd images – Basic can create content and make changes in a desktop publishing publication - Basic I can compare different ways that information can be presented and the purpose of

Branching Databases (Y3)

I can name attributes to collect data about an object – Basic I can create questions in a branching database that will enable objects to be uniquely identified – Basic I can explain real-world uses for branching databases – Advancing

Audio Production (Y4)

I can create audio media – Basic

I can explain why adding sound effects and background music enhances my podcast – Advancing

I can recommend strengths to other audio recordings - Deep

Year A

Audio Production (Y4) Branching Databases (Y3) Desktop Publishing (Y3)

Data Logging (Y4)

I can name data that can be collected using sensors – Basic I can collect data using a data sensor – Basic

I can summarise the data that I have collected – Advancing

I can list the input and output devices used to record and play sound – Basic

I can create audio media – Basic

I can explain ways to edit and enhance my podcast -Advancing I can list questions with yes/no answers about a collection of objects, using these to split them into groups Basic

I can select a group of objects and create a branching database – Basic I can compare two branching databases, identifying why questions need to be ordered carefully to split objects into similarly sized groups -

I can describe how text and images covey information – Basic

I can describe how text and layout can be edited to communicate more clearly – Basic

I can organise information by adding content to a desktop publishing publication -Advancing

