



**Bispham Endowed**  
**Computing Curriculum Overview**  
**Recommended Teaching Sequence**

This document shows the SUGGESTED teaching paths of the computing curriculum across the year. Sections highlighted in **blue** should not be moved and should be run as shown.

Unit highlighted in **green** may be moved but should be run at least one term apart, and sequentially, with unit A run prior to unit B as the skills developed within these units specifically depend upon each other.

Outside of these units teachers are free to move units around along as each unit is taught throughout the year. If a unit is moved, remember to move the Linked Project Evolve Questions too.

| Term: Autumn 1 |                                  |                                                                                                                                                                            |
|----------------|----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                | Teach Computing Unit             | Linked Project Evolve Target Questions                                                                                                                                     |
| <b>Year 1</b>  | Technology all around us         | <ul style="list-style-type: none"> <li>• Health, Well-Being and Lifestyle</li> <li>• Self-Image and Identify</li> <li>• Managing Online Information</li> </ul>             |
| <b>Year 2</b>  | Information Technology around us | <ul style="list-style-type: none"> <li>• Health, Well-Being and Lifestyle</li> <li>• Self-Image and Identify</li> <li>• Managing Online Information</li> </ul>             |
| <b>Year 3</b>  | Connecting Computers             | <ul style="list-style-type: none"> <li>• Privacy and Security</li> <li>• Self-Image and Identify</li> <li>• Managing Online Information</li> </ul>                         |
| <b>Year 4</b>  | The Internet                     | <ul style="list-style-type: none"> <li>• Privacy and Security</li> <li>• Online Relationships</li> <li>• Online Bullying</li> <li>• Managing Online Information</li> </ul> |
| <b>Year 5</b>  | Systems and Searching            | <ul style="list-style-type: none"> <li>• Privacy and Security</li> <li>• Online Bullying</li> <li>• Managing Online Information</li> </ul>                                 |
| <b>Year 6</b>  | Communication and Collaboration  | <ul style="list-style-type: none"> <li>• Self-Image and Identify</li> <li>• Managing Online Information</li> <li>• Online Bullying</li> </ul>                              |

The first unit of each Year provides fundamental knowledge from which much of the preceding years units are built. As such it is vital that these are taught first to create a strong foundational knowledge.

| Term: Autumn 2 |                      |                                                                                                                                                           |
|----------------|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
|                | Teach Computing Unit | Linked Project Evolve Target Questions                                                                                                                    |
| Year 1         | Digital Painting     | <ul style="list-style-type: none"> <li>• Copywrite and Ownership</li> <li>• Privacy and Security</li> </ul>                                               |
| Year 2         | Digital Photography  | <ul style="list-style-type: none"> <li>• Copywrite and Ownership</li> <li>• Privacy and Security</li> <li>• Online Bullying</li> </ul>                    |
| Year 3         | Stop Frame Animation | <ul style="list-style-type: none"> <li>• Copywrite and Ownership</li> <li>• Health, Wellbeing and Lifestyle</li> </ul>                                    |
| Year 4         | Audio Production     | <ul style="list-style-type: none"> <li>• Copywrite and Ownership</li> <li>• Self-Image and identify</li> <li>• Health, Wellbeing and Lifestyle</li> </ul> |
| Year 5         | Video Production     | <ul style="list-style-type: none"> <li>• Copywrite and Ownership</li> <li>• Self-Image and identify</li> <li>• Online Relationships</li> </ul>            |
| Year 6         | Webpage Creation     | <ul style="list-style-type: none"> <li>• Copywrite and Ownership</li> <li>• Privacy and Security</li> </ul>                                               |

| Term: Spring 1 |                                     |                                                                                                                                                   |
|----------------|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
|                | Teach Computing Unit                | Linked Project Evolve Target Questions                                                                                                            |
| Year 1         | Moving a Robot (A)                  | <ul style="list-style-type: none"> <li>• Online Relationships</li> <li>• Online Bullying</li> <li>• Internet Safety Day</li> </ul>                |
| Year 2         | Robot Algorithms (A)                | <ul style="list-style-type: none"> <li>• Self-Image and Identity</li> <li>• Online Bullying</li> <li>• Internet Safety Day</li> </ul>             |
| Year 3         | Sequencing Sounds (A)               | <ul style="list-style-type: none"> <li>• Online Relationships</li> <li>• Online Bullying</li> <li>• Internet Safety Day</li> </ul>                |
| Year 4         | Repetition in Shapes (A)            | <ul style="list-style-type: none"> <li>• Online Relationships</li> <li>• Online Bullying</li> <li>• Internet Safety Day</li> </ul>                |
| Year 5         | Selection in Physical Computing (A) | <ul style="list-style-type: none"> <li>• Online Relationships</li> <li>• Health Wellbeing and Lifestyle</li> <li>• Internet Safety Day</li> </ul> |
| Year 6         | Variable in Games (A)               | <ul style="list-style-type: none"> <li>• Online Relationships</li> <li>• Online Bullying</li> <li>• Internet Safety Day</li> </ul>                |

| Term: Spring 2 |                              |                                                                                                                               |
|----------------|------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
|                | Teach Computing Unit         | Linked Project Evolve Target Questions                                                                                        |
| Year 1         | Grouping Data                | <ul style="list-style-type: none"> <li>• Health and Wellbeing and Lifestyle</li> <li>• Self Image and Identity</li> </ul>     |
| Year 2         | Pictograms                   | <ul style="list-style-type: none"> <li>• Managing Online Information</li> <li>• Online Relationships</li> </ul>               |
| Year 3         | Branching Databases          | <ul style="list-style-type: none"> <li>• Health and Wellbeing and Lifestyle</li> <li>• Self-Image and Identity</li> </ul>     |
| Year 4         | Data Logging                 | <ul style="list-style-type: none"> <li>• Health and Wellbeing and Lifestyle</li> <li>• Managing Online Information</li> </ul> |
| Year 5         | Flat-file Databases          | <ul style="list-style-type: none"> <li>• Health and Wellbeing and Lifestyle</li> <li>• Self-Image and Identity</li> </ul>     |
| Year 6         | Introduction to Spreadsheets | <ul style="list-style-type: none"> <li>• Health and Wellbeing and Lifestyle</li> <li>• Self-Image and Identity</li> </ul>     |

| Term: Summer 1 |                      |                                                                                                                                                    |
|----------------|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|
|                | Teach Computing Unit | Linked Project Evolve Target Questions                                                                                                             |
| Year 1         | Digital Writing      | <ul style="list-style-type: none"> <li>• Managing Online Information</li> <li>• Privacy and Security</li> <li>• Copywrite and Ownership</li> </ul> |
| Year 2         | Digital Music        | <ul style="list-style-type: none"> <li>• Privacy and Security</li> <li>• Copywrite and Ownership</li> </ul>                                        |
| Year 3         | Desktop Publishing   | <ul style="list-style-type: none"> <li>• Health Wellbeing and Lifestyle</li> <li>• Self-Image and Identity</li> </ul>                              |
| Year 4         | Photo Editing        | <ul style="list-style-type: none"> <li>• Health, Well-being and Lifestyle</li> <li>• Managing Online Information</li> </ul>                        |
| Year 5         | Vector Graphics      | <ul style="list-style-type: none"> <li>• Managing Online Information</li> <li>• Privacy and Security</li> <li>• Copywrite and Ownership</li> </ul> |
| Year 6         | 3d Modelling         | <ul style="list-style-type: none"> <li>• Managing Online Information</li> <li>• Privacy and Security</li> <li>• Copywrite and Ownership</li> </ul> |

| Term: Summer 2 |                                    |                                                                                                                                            |
|----------------|------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|
|                | Teach Computing Unit               | Linked Project Evolve Target Questions                                                                                                     |
| Year 1         | Programming Animations (B)         | <ul style="list-style-type: none"> <li>• Online Reputation</li> <li>• Online Bullying</li> </ul>                                           |
| Year 2         | Programming Quizzes (B)            | <ul style="list-style-type: none"> <li>• Online Reputation</li> <li>• Online Bullying</li> </ul>                                           |
| Year 3         | Events and Actions in Programs (B) | <ul style="list-style-type: none"> <li>• Online Reputation</li> <li>• Online Bullying</li> </ul>                                           |
| Year 4         | Repetition in Games (B)            | <ul style="list-style-type: none"> <li>• Online Reputation</li> <li>• Online Bullying</li> </ul>                                           |
| Year 5         | Selection in Quizzes (B)           | <ul style="list-style-type: none"> <li>• Online Reputation</li> <li>• Online Bullying</li> </ul>                                           |
| Year 6         | Sensing Movement (B)               | <ul style="list-style-type: none"> <li>• Online Reputation</li> <li>• Online Bullying</li> <li>• Health Wellbeing and Lifestyle</li> </ul> |

As the final term in each academic Year, we have focused on aspects that are pertinent and likely to have a significant impact over the summer break. As such online behaviours take precedence this term.