



Halling Primary School

Computing Curriculum Coverage

Milestone 1

| Week | Terms 1 & 2 | Terms 3 & 4 | Terms 5 & 6 |
|------|--|---|--|
| 1 | <u>Threshold Concept:</u> Connect | <u>Threshold Concept:</u> Code | <u>Threshold Concept:</u> Communicate |
| 2 | <u>Knowledge Category:</u> Computing systems and networks | <u>Knowledge Category:</u> Programming A | <u>Knowledge Category:</u> Creating media |
| 3 | <u>Milestone:</u> Technology around us (Year 1) | <u>Milestone:</u> Moving a robot (Year 1) | <u>Milestone:</u> Digital writing (Year 1) |
| 4 | <u>Focus:</u> Recognising technology in school and using it responsibly. | <u>Focus:</u> Writing short algorithms and programs for floor robots and predicting program outcomes. | <u>Focus:</u> Using a computer to create and format text, before comparing to writing non-digitally. |
| 5 | <u>Milestone:</u> Information technology around us (Year 2) | <u>Milestone:</u> Robot algorithms (Year 2) | <u>Milestone:</u> Digital music (Year 2) |
| 6 | <u>Focus:</u> Identifying IT and how its responsible use improves our world in school and beyond. | <u>Focus:</u> Creating and debugging programs and using logical reasoning to make predictions. | <u>Focus:</u> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. |
| 7 | <u>Threshold Concept:</u> Communicate | <u>Threshold Concept:</u> Collect | <u>Threshold Concept:</u> Code |
| 8 | <u>Knowledge Category:</u> Creating Media | <u>Knowledge Category:</u> Data and information | <u>Knowledge Category:</u> Programming B |
| 9 | <u>Milestone:</u> Digital painting (Year 1) | <u>Milestone:</u> Grouping data (Year 1) | <u>Milestone:</u> Programming animations (Year 1) |
| 10 | <u>Focus:</u> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. | <u>Focus:</u> Exploring object labels, then using them to sort and group objects by properties. | <u>Focus:</u> Designing and programming the movement of a character on screen to tell stories. |
| 11 | <u>Milestone:</u> Digital photography (Year 2) | <u>Milestone:</u> Pictograms (Year 2) | <u>Milestone:</u> Programming quizzes (Year 2) |
| 12 | <u>Focus:</u> Capturing and changing digital photographs for different purposes. | <u>Focus:</u> Collecting data in tally charts and using attributes to organise and present data on a computer. | <u>Focus:</u> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. |



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Milestone 2

| Week | Terms 1 & 2 | Terms 3 & 4 | Terms 5 & 6 |
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| 1 | <p><u>Threshold Concept:</u> Connect</p> <p><u>Knowledge Category:</u> Computing systems and networks</p> <p><u>Milestone:</u> Connecting computers (Year 3) <u>Focus:</u> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p> <p><u>Milestone:</u> The internet <u>Focus:</u> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p> | <p><u>Threshold Concept:</u> Code</p> <p><u>Knowledge Category:</u> Programming A</p> <p><u>Milestone:</u> Sequencing sounds (Year 3) <u>Focus:</u> Creating sequences in a block-based programming language to make music.</p> <p><u>Milestone:</u> Repetition in shapes (Year 4) <u>Focus:</u> Using a text-based programming language to explore count-controlled loops when drawing shapes.</p> | <p><u>Threshold Concept:</u> Communicate</p> <p><u>Knowledge Category:</u> Creating Media</p> <p><u>Milestone:</u> Desktop publishing (Year 3) <u>Focus:</u> Creating documents by modifying text, images and page layouts for a specified purpose.</p> <p><u>Milestone:</u> Photo editing (Year 4) <u>Focus:</u> Manipulating digital images, reflecting on the impact of changes and whether the required purpose is fulfilled.</p> |
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| 7 | <p><u>Threshold Concept:</u> Communicate</p> <p><u>Knowledge Category:</u> Creating Media</p> <p><u>Milestone:</u> Stop-frame animation (Year 3) <u>Focus:</u> Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p> <p><u>Milestone:</u> Audio production (Year 4) <u>Focus:</u> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p> | <p><u>Threshold Concept:</u> Collect</p> <p><u>Knowledge Category:</u> Data and information</p> <p><u>Milestone:</u> Branching databases (Year 3) <u>Focus:</u> Building and using branching databases to group objects using yes/no questions.</p> <p><u>Milestone:</u> Data logging (Year 4) <u>Focus:</u> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p> | <p><u>Threshold Concept:</u> Code</p> <p><u>Knowledge Category:</u> Programming B</p> <p><u>Milestone:</u> Events and actions in programs (Year 3) <u>Focus:</u> Writing algorithms and programs that use a range of events to trigger sequences of actions.</p> <p><u>Milestone:</u> Repetition in games (Year 4) <u>Focus:</u> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p> |
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Computing Curriculum Coverage

Milestone 3

| Week | Terms 1 & 2 | Terms 3 & 4 | Terms 5 & 6 |
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| 1 | <p><u>Threshold Concept:</u> Connect</p> <p><u>Knowledge Category:</u> Computing systems and networks</p> <p><u>Milestone:</u> Systems and searching (Year 5) <u>Focus:</u> Recognising IT systems in the world and how some can enable searching on the internet.</p> <p><u>Milestone:</u> Communication and collaboration (Year 6) <u>Focus:</u> Exploring how data is transferred by working collaboratively online.</p> | <p><u>Threshold Concept:</u> Code</p> <p><u>Knowledge Category:</u> Programming A</p> <p><u>Milestone:</u> Selection in physical computing (Year 5) <u>Focus:</u> Exploring conditions and selection using a programmable microcontroller.</p> <p><u>Milestone:</u> Variables in games (Year 6) <u>Focus:</u> Exploring variables when designing and coding a game.</p> | <p><u>Threshold Concept:</u> Communicate</p> <p><u>Knowledge Category:</u> Creating Media</p> <p><u>Milestone:</u> Introduction to vector graphics (Year 5) <u>Focus:</u> Creating images in a drawing program by using layers and groups of objects.</p> <p><u>Milestone:</u> 3D modelling (Year 6) <u>Focus:</u> Planning, developing, and evaluating 3D computer models of physical objects.</p> |
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| 7 | <p><u>Threshold Concept:</u> Communicate</p> <p><u>Knowledge Category:</u> Creating Media</p> <p><u>Milestone:</u> Video production (Year 5) <u>Focus:</u> Planning, capturing, and editing video to produce a short film.</p> <p><u>Milestone:</u> Webpage creation (Year 6) <u>Focus:</u> Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p> | <p><u>Threshold Concept:</u> Collect</p> <p><u>Knowledge Category:</u> Data and information</p> <p><u>Milestone:</u> Flat-file databases (Year 5) <u>Focus:</u> Using a database to order data and create charts to answer questions.</p> <p><u>Milestone:</u> Introduction to spreadsheets (Year 6) <u>Focus:</u> Answering questions by using spreadsheets to organise and calculate data.</p> | <p><u>Threshold Concept:</u> Code</p> <p><u>Knowledge Category:</u> Programming B</p> <p><u>Milestone:</u> Selection in quizzes (Year 5) <u>Focus:</u> Exploring selection in programming to design and code an interactive quiz.</p> <p><u>Milestone:</u> Sensing movement (Year 6) <u>Focus:</u> Designing and coding a project that captures inputs from a physical device.</p> |
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