

Whole School Computing Overview 2021-2022 Using Rising Stars: Switched on Computing Scheme



Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Unit 1.1: We are Treasure Hunters	Unit 1.2 We are TV chefs	Unit 1.3 We are digital artists	Unit 1.4 We are Publishers	Unit 1.5 We are Rhythmic	Unit 1.6 We are detectives
	Solving problems using programmable toys	Filming the steps of a recipe	Creating work inspired by great artists	Creating a multimedia eBook about our achievements	Creating sound patterns in ScratchJr and GarageBand	Using data to solve clues
Year 2	Unit 2.1- We are astronauts	Unit 2.2- We are games testers	Unit 2.3- We are photographers	Unit 2.4- We are safe researchers	Unit 2.5- We are animators	Unit 2.6- We are zoologists
	Programming on screen in ScratchJr	Working out the rules for games	Taking, selecting and editing digital images	Researching a topic	Creating a stop-motion animation	Collecting data about bugs
Year 3	Unit 3.1 We are programmers	Unit 3.2- We are bug fixers	Unit 3.3- We are presenters	Unit 3.4- We are who we are	Unit 3.5- We are co-authors	Unit 3.6- We are opinion pollsters
	Programming an animation	Finding and correcting bugs	Videoing a presentation against a green screen	Creating a range of media about ourselves	Producing a wiki	Collecting and analysing data

Year 4	Unit 4.1 We are software developers	Unit 4.2- We are makers	Unit 4.3- We are musicians	Unit 4.4 - We are bloggers	Unit 5.5- We are artists	Unit 4.6- We are meteorologists
	Developing a simple educational game	Coding for micro:bit	Creating a piece of music in GarageBand	Sharing experiences and opinions	Fusing geometry and art	Recording and presenting the weather
Year 5	Unit 5.1- We are game developers	Unit 5.2- We are cryptographers	Unit 5.3- We are architects	Unit 5.4- We are web developers	Unit 5.5 -We are adventure gamers	Unit 5.6 -We are VR designers
	Developing an interactive game	Cracking Codes	Creating a virtual space	Making sense of the Internet and building a website	Creating an interactive, multimedia adventure	Learning about virtual reality
Year 6	Unit 6.1- We are toy makers	Unit 6.2- We are computational thinkers	Unit 6.3- We are publishers	Unit 6.4- We are connected	Unit 6.5- We are advertisers	Unit 6.6- We are Al developers
	Coding using micro:bit	Algorithms	Creating a yearbook	Social media	Making a short TV advert	Learning about machine learning