

Alderwood Academy KS2 Haven Computing – Curriculum Overview

Year 3						
Curriculum Area of study	Computer networks	Stop-frame animation	Programming sequence using sound	Organising data using databases	Desktop publishing	Events and actions in programs
Key concepts	<ul style="list-style-type: none"> • Computing systems • Networks 	<ul style="list-style-type: none"> • Effective use of tools 	<ul style="list-style-type: none"> • Design and development • Programming 	<ul style="list-style-type: none"> • Data and information 	<ul style="list-style-type: none"> • Creating media • Effective use of tools 	<ul style="list-style-type: none"> • Programming

Year 4						
Curriculum Area of study	The internet	Audio production	Repetition in programs	Data logging	Photo editing	Using repetition in programming to create a game
Key concepts	<ul style="list-style-type: none"> • Networks • Safety and security 	<ul style="list-style-type: none"> • Creating media • Effective use of tools 	<ul style="list-style-type: none"> • Algorithms and data structures • Programming 	<ul style="list-style-type: none"> • Data and information • Effective use of tools 	<ul style="list-style-type: none"> • Creating media • Effective use of tools 	<ul style="list-style-type: none"> • Design and development • Programming

Year 5						
Curriculum Area of study	Introduction to computer systems	Video production	Exploring selection in physical computing	Flat-file databases	Introduction to vector graphics	Using selection in programming to develop a quiz
Key concepts	<ul style="list-style-type: none"> • Networks 	<ul style="list-style-type: none"> • Creating media • Effective use of tools 	<ul style="list-style-type: none"> • Programming 	<ul style="list-style-type: none"> • Data and information • Effective use of tools 	<ul style="list-style-type: none"> • Creating media • Effective use of tools 	<ul style="list-style-type: none"> • Algorithms and data structures • Programming

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Year 6						
Curriculum Area of study	Communication and the internet	Web page creation	Using variables in programming to develop a game	Introduction to spreadsheets	3D Modelling	Sensing movement with physical computing
Key concepts	<ul style="list-style-type: none"> • Effective use of tools • Safety and security 	<ul style="list-style-type: none"> • Creating media • Design and development 	<ul style="list-style-type: none"> • Programming 	<ul style="list-style-type: none"> • Data and information • Effective use of tools 	<ul style="list-style-type: none"> • Creating media • Effective use of tools 	<ul style="list-style-type: none"> • Programming

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