Sheffield Primary Computing Scheme of Work - Overview

Year	Digital Literacy, eSafety and ICT				Computational Thinking	
	Strand 0 **Key Skills**	Strand 1 **Communicating: Text and Images**	Strand 2 **Communicating: Multimedia**	Strand 3 **Understanding & Sharing Data**	Strand 4 **Programming A**	Strand 5 **Programming B**
1	What is a Computer?; Mouse & Keyboard Skills; Logging on; Opening & saving work; Organising files; Searching for information	*1.1 How do I use the school computer independently?	*2.1 How do I record sounds and pictures?	3.1 How do I present data using pictures?	*Algorithms – Sequencing and Sorting* *4.1 What is an algorithm?	5.1 What is a program?
2		*1.2 How do I use a computer as a writer?	*2.2 How do I create a multimedia story?	3.2 What is a branching database?	*Algorithms - Precise instructions; Debugging* 4.2 How do I improve my algorithms?	*5.2 How do I improve my programs?
3		*1.3 What makes a good poster?	*2.3 How do I use a computer as a musician?	3.3 How do we use databases to find out information?	*Repetition, Selection and Events* 4.3 How do I draw complex shapes in Logo?	5.3 How do I design simple programs?
4		*1.4 How do I use a computer as an artist?	*2.4 What makes an excellent multimedia story?	*3.4 How is data shared online?	*Decomposition, Procedures and Efficiency* 4.4 How do I write efficient programs in Logo and Scratch?	5.4 How do I use interaction in a program to tell stories?
5		*1.5 How do we collaborate online?	2.5 How do I create a radio advert?	*3.5 How do I find and share data safely and responsibly?	*Inputs and Outputs; Variables* 4.5 How do I program physical systems?	5.5 How do I create maths games in Scratch?
6		1.6 How do I use a computer as a designer?	*2.6 What makes an excellent film?	3.6 Why do we use spreadsheets?	*Generalisation and Abstraction* 4.6 How do I build complex physical systems?	*5.6 How do I use Scratch as a game designer?