



## SAINT JOSEPH'S COMPUTING CURRICULUM

	<b>AUTUMN 1</b>	<b>AUTUMN 2</b>	<b>SPRING 1</b>	<b>SPRING 2</b>	<b>SUMMER 1</b>	<b>SUMMER 2</b>
<b>N</b>	Turning on and basic operation of computing equipment Taken from Development Matters	Operating mechanical toys	Operating equipment such as CD players and remote controls	Acquiring an interest in technological toys with knobs and pulleys or cameras and mobile phones	Completing a simple program on a computer	Using computing hardware to interact with age-appropriate software
<b>R</b>	Recording and playing back sounds Manipulating objects on screen Taking digital photos and combining with text and sounds Taking digital photos	Investigating everyday technologies Controlling digital sound files & videos Using digital timers	Use technology to communicate verbally Controlling (kitchen) equipment Controlling and using sound Use video cameras to record clips	Open applications and engage with digital texts Communicating with digital text Programming a programmable toy	Controlling a remote control toy Taking and displaying digital photos, recording sound Opening and closing files	Choosing and using tools in an art application Recording a sound track Recording video clips for a short film
<b>1</b>	<b>We are treasure hunters</b> Using programmable toys <u>Programming</u>	<b>We are TV chefs</b> Filming recipe steps <u>Computational thinking</u>	<b>We are painters</b> Illustrating an e-book <u>Creativity</u>	<b>We are collectors</b> Finding images on the web <u>Computer networks</u>	<b>We are storytellers</b> Producing a talking book <u>Communication/collaboration</u>	<b>We are celebrating</b> Creating an electronic card <u>Productivity</u>
<b>2</b>	<b>We are astronauts</b> Programming on screen <u>Programming</u>	<b>We are games testers</b> Exploring how computer games work <u>Computational thinking</u>	<b>We are photographers</b> Taking, selecting and editing digital images <u>Creativity</u>	<b>We are researchers</b> Researching a topic <u>Computer networks</u>	<b>We are detectives</b> Communicating clues <u>Communication/collaboration</u>	<b>We are zoologists</b> Recording bug hunt data <u>Productivity</u>
<b>3</b>	<b>We are programmers</b> Programming and animation <u>Programming</u>	<b>We are bug fixers</b> Finding and correcting bugs in programs <u>Computational thinking</u>	<b>We are presenters</b> Videoing performance <u>Creativity</u>	<b>We are vloggers</b> Make and share screencast presentation <u>Computer networks</u>	<b>We are communicators</b> Communicating safely on the net <u>Communication/collaboration</u>	<b>We are opinion pollsters</b> Collecting and analysing data <u>Productivity</u>
<b>4</b>	<b>We are software developers</b> Develop a simple educational game <u>Programming</u>	<b>We are toy designers</b> Prototyping an interactive toy <u>Computational thinking</u>	<b>We are musicians</b> Producing digital music <u>Creativity</u>	<b>We are HTML editors</b> Editing and writing HTML <u>Computer networks</u>	<b>We are co-authors</b> Producing a wiki <u>Communication/collaboration</u>	<b>We are meteorologists</b> Presenting the weather <u>Productivity</u>
<b>5</b>	<b>We are game developers</b> Developing an interactive game <u>Programming</u>	<b>We are cryptographers</b> Cracking codes <u>Computational thinking</u>	<b>We are artists</b> Fusing geometry and art <u>Creativity</u>	<b>We are web developers</b> Create a web page about online safety <u>Computer networks</u>	<b>We are bloggers</b> Sharing experiences and opinions <u>Communication/collaboration</u>	<b>We are architects</b> Creating a virtual space <u>Productivity</u>
<b>6</b>	<b>We are adventure gamers</b> Making a text-based adventure game <u>Programming</u>	<b>We are computational thinkers</b> Mastering algorithms <u>Computational thinking</u>	<b>We are advertisers</b> Creating a TV advert <u>Creativity</u>	<b>We are network engineers</b> Exploring networks using the internet <u>Computer networks</u>	<b>We are travel writers</b> Using media and mapping to document a trip <u>Communication/collaboration</u>	<b>We are publishers</b> Creating a year book <u>Productivity</u>