Hartford Primary School

Computing Planning – revised 2025

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
|  | **Creating Media** | **Programming** | **Data & Information** |
| **Year 1** | Digital Painting  Choosing appropriate tools in a program to create art, and making comparisons with working nondigitally. | Moving a robot  Writing short algorithms and programs for floor robots, and predicting program outcomes. | Grouping Data  Exploring object labels, then using them to sort and group objects by properties. |
| **Year 2** | Digital Photography  Capturing and changing digital photographs for different purposes. | Programming quizzes  Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. | Pictograms  Collecting data in tally charts and using attributes to organise and present data on a computer. |
| **Year 3** | Desktop Publishing  Creating documents and modifying text, images and page layouts for a specific purpose. | Sequencing sounds  Creating sequences in a block-based programming language to make music. | Branching Databases  Building and using branching databases to group objects using yes/no questions. |
| **Year 4** | Photo Editing  Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled, | Repetition in Shapes  Using a text-based programming language to explore count-controlled loops when drawing shapes. | Data Logging  Recognising how and why data is collected over time, before using data loggers to carry out an investigation, |
| **Year 5** | Vector Drawing  Creating images in a drawing program by using layers and groups of objects | Selection in Physical Computing  Exploring conditions and selection using a programmable microcontroller. | Flat-File Databases  Using a database to order data and create charts to answer questions |
| **Year 6** | Webpage Creation  Designing and creating webpages, giving consideration to copyright, aesthetics and navigation. | Variables in Games  Exploring variables when designing and coding a game. | Introduction to Spreadsheets  Answering questions by using spreadsheets to organise and calculate data. |