



Computing Coverage at Hartford



	Unit One Creating Media	Unit Two Programming	Unit Three Data and Information
Early Years	Barefoot Computing – Busy bodies	Barefoot Computing - Springtime	Barefoot Computing – People who help us
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.