COMPUTING - Years 5 and 6

CURRICULUM ROADMAP

BEDE'S AMBITIOUS

Year 7

Programming and Robotics 2

Lesson 1 Lego Engineering

Lesson 2 Lego Engineering

Lesson 4 Lego Engineering

Lesson 4 Microbit

SUMMER TERM

Programming and Robotics 1

Programming 2

Lesson 3 Lego Engineering

Lesson 3 Microbit

Lesson 1 Variables

Lesson 2 Variables

Lesson 4 Computer Systems

Lesson 6 Python 3

Lesson 4 Python 1

SUMMER TERM

SPRING TERM

SPRING TERM

AUTUMN TERM

Lesson 3 Computer Systems

Lesson 2 Microbit

Lesson 1 Microbit

Lesson 5 Python 2

Lesson 3 Game design

Lesson 2 Computer Systems

Online Safety

Lesson 1 Computer Systems

Programming and Robotics 2

Lesson 4 Planning a quiz

Lesson 2 Strawbees and Microbits

Lesson 2 HTML Programming

Lesson 4 HTML Programming

Lesson 3 Asking questions

Programming

Lesson 3 Online Safety

Lesson 2 Selecting outcomes

SUMMER TERM

Y6

AUTUMN TERM

Lesson 2 Online Safety

Lesson 1 Online Safety

Lesson 1 Exploring conditions

Lesson 1 Strawbees and Microbits

Lesson 1 HTML Programming

Lesson 3 HTML Programming

Managing Data

Lesson 3 Making effective drawings

Lesson 2 Creating images

Lesson 3 Using a database

Lesson 1 Creating a paper-based database

Lesson 5 Drawing designs

SUMMER TERM

SPRING TERM

SPRING TERM

Lesson 4 Starting with selection

Lesson 4 Layers and objects

Graphics

Lesson 1 The drawing tools

Lesson 4 Databases and AI

Lesson 2 Computer databases

Lesson 6 Writing and testing algorithms

Lesson 3 Controlling with conditions

Lesson 2 Computer systems and us

Lesson 4 Selecting search results

Lesson 5 Online Safety 1

Online Safety

Lesson 1 Connecting Crumbles

Y5

AUTUMN TERM

AUTUMN TERM

Lesson 1 Systems

Lesson 3 Searching the web

Lesson 6 Online Safety 2

Lesson 7 Online Safety 3

Lesson 2 Combining output components

Computing systems and networks - systems and searching

Programming and Robotics