

Computing Yearly Planner 2023-2024 – Belvedere Infant School

Year groups	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
	Dates: 4th Sept - 13th Oct (6 weeks)		Dates: 31st Oct - 20th Dec (7.5 weeks)		Dates: 8th Jan - 9th Feb (5 weeks)		Dates: 19th Feb - 28th Mar (6 weeks)		Dates: 15th Apr - 24th May (6 weeks)		Dates: 4th June - 24th July (7.5 weeks)	
	IPC	NCCE/Kapow	IPC	NCCE	IPC	NCCE	IPC	NCCE	IPC	NCCE	IPC	NCCE
Reception	N/A		N/A		N/A		N/A		N/A		N/A	
	Kapow (?) = Computing Systems and Networks 1: Using a computer				Kapow (?) = Programming 1: All about instruction		Kapow (?) = Computer Systems and networks 2: Exploring hardware		Kapow (?) = Programming 2: Programming Bee-Bots		Kapow (?) = Data handling: Introduction to data	
Year 1	Brainwaves/ Treasure Islands	Creating media - digital painting	Treasure Islands	Programming A - Moving a Robot	Green Fingers!	Network systems	Time Travellers	Programming B - Programming animations	A Day In The Life	Data and information - Grouping data	The Earth: Our Home	Creating media - Digital writing
Year 2	Brainwaves/ From A To B	creating media - Making music	From A To B/Super Humans	programming A - Robot algorithms	Buildings	Network systems	Live And Let Live	Data and information - pictograms	The Magic Toymaker	Programming B - An introduction to quizzes	People Of The Past	creating media - digital photography
Year 3	Brainwaves/ How Humans Work	programming A - Sequencing sounds	How Humans Work/Bright Sparks!	Programming B - Events and actions in programs	Shake It!	Network systems	Island Life	data and information - branching databases	Travel And Tourism	creating media - desktop publishing (invite to a country)	Scavengers And Settlers	creating media - stop-frame animation
Year 4	Brainwaves/ Temples, Tombs And Treasures	creating media - photo editing	Temples, Tombs And Treasures/ Making Waves!	programming A - repetition in shapes	Land, Sea And Sky	Network systems	Different Places, Similar Lives	Creating media - audio production (sound effects website)	All Aboard	Data and information - data logging	Feel The Force!/ Lets Plant It!	programming B - Repetition in games
Year 5	Brainwaves/ Space Scientists	creating media - 3D modelling	Space Scientists	Programming A - Selection in physical computing (Crumbles)	The Great, The Bold And The Brave	Network systems	The Great, The Bold And The Brave/ Roots, Shoots And Fruits	creating media - introduction to vector graphics	The Holiday Show	data and information - flat- file databases	Being Human	programming B - selection in quizzes
Year 6	Brainwaves/ Existing, Endangered, Extinct	data and information - introduction to spreadsheets	Existing, Endangered, Extinct/Full Power!	creating media - web page creation	900ce	Network systems	Earth As An Island	Programming B - Sensing movements (microbits)	Fairgrounds	Programming A - Variables in games	Fairgrounds/ Bake It!	creating media - Video editing

<p>Year 1 NCCE</p> <ul style="list-style-type: none"> • 1. Computing systems and networks – Technology around us • 2. Creating media – Digital painting • 3. Programming A – Moving a robot • 4. Data and information – Grouping data • 5. Creating media – Digital writing 	<p>Year 2 NCCE</p> <ul style="list-style-type: none"> • Computing systems and networks – IT around us • Creating media – Digital photography • Creating media – Making music • Data and information – Pictograms • Programming A – Robot algorithms • Programming B – An introduction to quizzes 	<p>Year 3 NCCE</p> <ul style="list-style-type: none"> • 1. Computing systems and networks – Connecting computers • 2. Creating media - Stop-frame animation • 3. Programming A - Sequencing sounds • 4. Data and information – Branching databases • 5. Creating media – Desktop publishing
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<ul style="list-style-type: none"> • 6. Programming B - Programming animations 		<ul style="list-style-type: none"> • 6. Programming B - Events and actions in programs
<p>Year 4 NCCE</p> <ul style="list-style-type: none"> • 1. Computing systems and networks – The Internet • 2. Creating media - Audio production • 3. Programming A – Repetition in shapes • 4. Data and information – Data logging • 5. Creating media – Photo editing • 6. Programming B – Repetition in games 	<p>Year 5 NCCE</p> <ul style="list-style-type: none"> • 1. Computing systems and networks - Systems and searching • 3. Programming A – Selection in physical computing • 4. Data and information – Flat-file databases • 5. Creating media – Introduction to vector graphics • 6. Programming B – Selection in quizzes • 5. Creating media – 3D Modelling 	<p>Year 6 NCCE</p> <ul style="list-style-type: none"> • 1. Computing systems and networks - Communication and collaboration • 2. Creating media – Web page creation • 3. Programming A – Variables in games • 4. Data and information - Introduction to Spreadsheets • 2. Creating media - Video production • 6. Programming B - Sensing movement