



St. Margaret Mary's Catholic Junior School
Computing Yearly Overview



Year Group	Autumn	Spring	Summer	Cross-curricular links
Year 3	<p><u>Computer Skills</u> Children to develop their basic skills. Particular focus on use of Google Docs/Drive and competency in using keyboard quickly.</p>	<p><u>CLC</u> <u>Dancing Robot</u> The children will use some of Scratch Jr's more advanced coding blocks to create their own interactive dancing robot game. The children will learn the important skills of critical thinking, problem solving and debugging.</p>	<p><u>Online Detectives</u> This activity is designed to support children in mastering the art of advanced internet searching. They will learn new tricks to improve their searches while they try to solve puzzles and challenges.</p>	-Use of Google Apps appropriate for all other topics and lessons
Year 4	<p><u>CLC</u> <u>Hour of Code (scratch/visual based)</u> The class will sign up for Hour of Code and work through various challenges. The class can also choose to take part in global coding events.</p>	<p><u>Fake or Real?</u> Fake news is a serious concern and in this activity children will learn how they can sort the truth from the lies. Making videos to show what they have found out.</p>	<p><u>Dinosaurs</u> In this activity the children will make their own summer blockbuster. They will learn all about filming techniques and storytelling skills.</p>	-Links to English for 'Dinosaurs' in storytelling
Year 5	<p><u>YouTuber</u> Every child wants to be a "YouTuber". In this activity children will learn about what that means, the positives and negatives, safety tips and they will create their own video blog (vlog).</p>	<p><u>CLC</u> <u>Making AR Games (with some STEM)</u> In this activity the children will be introduced to the world of Augmented Reality (AR). They will then be set the task of designing and creating game that uses AR.</p>	<p><u>STEM Challenges</u> This activity will pit the girls against the boys in a series of creative STEM challenges. They will tackle code, maths, art, DT and lots of problem solving.</p>	-Links to e-safety in being a YouTuber. -AR Games linked to Maths and classifying animals
Year 6	<p><u>Online Safety Dilemmas</u> In this activity the children will become online safety ambassadors. They will be given modern day dilemmas. Dilemmas that children face every day online and asked to produce a series of "what to do" videos to explain how to cope online.</p>	<p><u>CLC</u> <u>Crossy Road</u> The children will create their own version of the popular app Crossy Roads using visual coding.</p>	<p><u>VR Worlds</u> The class will explore Virtual Reality (VR) and how it can be used in the classroom. The children will also build their own VR world.</p>	-Links to E-Safety