

NCCE Teach Computing curriculum - Hardware & software

iPad apps	Scratch/ Scratch jr	<u>Just2easy</u> (J2e)	Additional Hardware	Other online
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Hardware & software	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/ 2 Cycle A	Technology around us	Information technology around us	Digital painting	Digital photography	Moving a robot	Robot algorithms
	Discussion based use hardware.	Keynote	Sketches School (APP)	Camera and photos	Beebots or beebot app	Beebots or beebot app
Year 1/ 2 Cycle B	Grouping data	Pictograms	Digital writing	Making music	Programming animation	Introduction to quizzes
	Key note	J2E data pictogram	Pages	Chrome music lab	Scratch jr	Scratch jr
Year 3/ 4 Cycle A	Connecting computers	Stop-frame animation	Sequence in music (sounds)	Branching databases	Desktop publishing	Events and actions in programs
	Sketches School (APP)	I-Motion Studio	Scratch (Web version)	J2 data branch/pictogram	CANVA	Scratch (Web version)
Year 3/ 4 Cycle B	The internet	Audio editing	Repetition in shapes	Data logging	Photo editing	Repetition in games
	Safari	Garage band	J2E & Logo	Microbits Or Microbit App	Photos	Scratch (Web version)
Year 5/ 6 Cycle A	Sharing information – systems and searching	Video editing	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
	Safari	I-movie / Clips	Microbits or Microbit (APP)	J2 data database	Keynote	Scratch (Web version)
Year 5/ 6 Cycle B	Communication and collaboration	Webpage creation	Variable in games	Introduction to spreadsheets	3D modelling	Sensing movement
	Safari	Keynote	Scratch (Web version)	Numbers	Tinkercad (need own accounts)	Microbits or Microbit (APP)

