

## Holy Family Computing Themes

	Autumn 1		Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	E-Safety (DL)	We are all connected (CS, DL)		Our local area (IT, DL)	App attack games design (IT, DL)	Crazy creatures (CS)	Ready, steady, go! (CS, IT)
Year 2	E-Safety (DL)	You've got mail (IT, DL)	Code-tastic (CS)	Super sci-fi (IT, DL)	Word Processing (IT)	Whatever the weather (IT)	Mythical creatures (IT)
Year 3	E-Safety (DL)	Big robots (CS)	Going for gold (IT, DL)	We love games (CS, IT)	Young coders (CS, IT)	Get blogging (IT, DL)	My first program (CS, IT)
Year 4	E-Safety (DL)	We built this city (CS, DL)	We've got the power (IT, DL)	Making games (CS, IT)	Interface designer (CS, IT)	Back to the future (CS, IT)	Hurray for Hollywood (DL)
Year 5	E-Safety (DL)	Cars (CS, IT)	Interactive art exhibition (IT, DL)	Grand designs (IT, DL)	Let's change the world (IT, DL)	Earth and space (CS, IT, DL)	Presentation designers (CS, IT)
Year 6	E-Safety (DL)	Building battle bots (CS, IT, DL)		Stocks and shares (DL)	Appy times Part 1 (IT)	Appy times Part 2 (IT)	Heroes and villains (CS, IT)

## Y1 Overview of Themes

Key Stage	Apptivity Name	Target Skills & Summary	Computing Curriculum
Y1	<a href="#">E-Safety</a>	Develop children's understanding of staying safe when using technology including keeping passwords safe.	DL
Y1 - 12	<a href="#">We are all Connected</a>	The aim of this apptivity is to show children how the web works. The children will produce a simple animation incorporating the key terminology they learn from this session.	CS & DL
Y1 - 101	<a href="#">Our Local Area</a>	In this computing activity we will be using technology to help us explore our local area. It uses investigative tasks to introduce children to the idea of looking at their local area with the aid of technology.	DL & IT
Y1 - 9	<a href="#">App Attack - Games Design</a>	The aim of this apptivity is to introduce children to the simple concepts of games design as well as notions of sequencing, computational thinking, directional language and problem solving.	DL & IT
Y1 - 10	<a href="#">Crazy Creatures</a>	Throughout this project, children will further develop their understanding of control, directional language and programming, by programming a Bee-Bot and using appropriate control apps.	CS
Y1 - 102	<a href="#">Ready, Steady, Go</a>	In this computing activity, children will learn about algorithms to produce their own simple game.	CS & IT

## Y2 Overview of Themes

Key Stage	Apptivity Name	Target Skills & Summary	Computing Curriculum
Y2	<a href="#">E-Safety</a>	Develop childrens understanding of staying safe when using technology including when using the internet.	DL
Y2 - 13	<a href="#">You've got mail</a>	The aim of this apptivity is to help children explore how they can use email to communicate with real people within their schools, families, and communities.	IT & DL
Y2 - 16	<a href="#">Code-tastic</a>	Introduction to the language of code. Children will use a variety of programming apps/software to give them a practical understanding of how computer programs actually run.	CS
Y2 - 14	<a href="#">Super Sci-Fi</a>	This space inspired project starts by children creating a simple space invader game to then creating a game using advanced settings.	DL & IT
Y2	<a href="#">Word Processing</a>	The aim of this topic is to develop childrens understanding of Microsoft Word. The children will learn basic word processing skills such as typing, capital letters and full stops as well as saving and opening documents.	IT
Y2 - 15	<a href="#">Whatever the Weather</a>	This apptivity will get children looking at data, how it can be presented and interpreted. Children will have to gather the data and then select the most appropriate method to display the data they have captured.	IT
Y2 - 202	<a href="#">Mythical Creatures</a>	The children will learn about the history of and different types of animation. They will firstly produce a story about their made up mythical creature and then create their animation out of Clay/Plasticine or Paper using Animate it.	IT

## Y3 Overview of Themes

Key Stage	Apptivity Name	Target Skills & Summary	Computing Curriculum
Y3	<a href="#">E-Safety</a>	Develop childrens understanding of staying safe when using technology including when communicating online.	DL
Y3 - 23	<a href="#">Big Robots</a>	The project will reinforce an understanding of directional language and programming. The final lesson will provide children with the opportunity to write their own algorithm by creating a flowchart.	CS
Y3 - 301	<a href="#">Going for Gold</a>	Children will create a "My body, My fitness" e-book, which will document each week a personalised "Going for Gold" record.	DL & IT
Y3 - 22	<a href="#">We love Games</a>	In this apptivity children will use gaming apps to develop computational thinking skills and develop a simple program as a final project.	CS & IT
Yr 3 - 302	<a href="#">Young Coders</a>	In this computing activity we will experimenting with a range of computer science activities.	CS & IT
Y3 - 19	<a href="#">Get Blogging</a>	Children will develop an understanding of how blogs work and will create their own in small groups encouraging collaborative writing. Children will also review examples of blogs online and learn the basic elements of creating a blog.	IT & DL
Y3 - 24	<a href="#">My First Program</a>	This lesson plan will take you through the necessary steps to guide children in creating their first animation in Scratch.	CS & IT

## Y4 Overview of Themes

Key Stage	Apptivity Name	Target Skills & Summary	Computing Curriculum
Y4	<a href="#">E-Safety</a>	Develop childrens understanding of staying safe when using technology including when communicating online.	DL
Y4 - 25	<a href="#">We built this city</a>	This Apptivity will encourage children to create their own 3D world using Blox 3D: World Creator.	CS & DL
Yr 4 - 402	<a href="#">We've got the Power</a>	In this computing activity we will be exploring the power of social media as a force for good. We will ask children to start a campaign to correct one of the many wrongs in our world and use social media to gain support and gather momentum for their cause.	IT & DL
Y4 - 28	<a href="#">Making Games</a>	This lesson plan will take you through the necessary steps to create a computer game in Scratch.	CS & IT
Y4 - 30	<a href="#">Interface Designer</a>	HTML is the language used to create files which can be read by internet browsers to display web pages on the internet. In this lesson, children will build a basic web page using tags and elements to change the design and the colour of the web page.	CS & IT
Y4 - 27	<a href="#">Back to the Future</a>	In this project, children will create their own PowerPoint detailing what they learn from researching about different technologies, inventors and the different components of a computer.	CS & IT
Y4 - 29	<a href="#">Hurray for Hollywood</a>	The children will devise their own characters, plot and storyboard before filming a short movie which they will then edit in iMovie.	DL

## Y5 Overview of Themes

Key Stage	Apptivity Name	Target Skills & Summary	Computing Curriculum
Y5	<a href="#">E-Safety</a>	Develop childrens understanding of staying safe when using technology and begin to understand copyright.	DL
Y5 - 31	<a href="#">Cars</a>	This lesson plan will take you through the necessary steps to create a detailed 2 player game that includes racing cars around a track.	CS & IT
Y5 - 34	<a href="#">Interactive Art Exhibition</a>	A computer uses binary codes to function, it is the fundamental language of a computer. This apptivity has been developed to introduce children to this concept and how codes can be deciphered through QR codes.	IT & DL
Y5 - 501	<a href="#">Grand Designs</a>	Over six sessions, children will be exploring drawings/illustrations representing both 2D and 3D worlds.	DL & IT
Y5 - 36	<a href="#">Let's change the world: Inventors</a>	This project will culminate with children creating their own animation using I Can Animate Lite. The children will create their own props and sets and will also learn how to edit their final piece in iMovie.	DL & IT
Y5 - 502	<a href="#">Earth and Space</a>	In this apptivity children will be exploring the earth and space using technology. The apptivity is designed so children look at all the different aspects of space.	CS, IT & DL
Y5 - 32	<a href="#">Presentation Designers</a>	A six-week lesson plan to guide children in creating their own informative PowerPoints.	CS & IT

## Y6 Overview of Themes

Key Stage	Apptivity Name	Target Skills & Summary	Computing Curriculum
Y6	<a href="#">E-Safety</a>	Develop childrens understanding of staying safe when using technology and of copyright.	DL
Y6 - 601	<a href="#">Building Battle Bots</a>	The children will use Physics engines and prototyping software to build and test a virtual robot.	CS, IT & DL
Y6 - 38	<a href="#">Stocks and Shares</a>	This apptivity is designed to give children an understanding of the stock market but more importantly engage them in a task that makes them analyse data, make informed choices, present and critique their decisions.	DL
Y6 - 40	<a href="#">Appy Times Pt 1</a>	The children's task is to design a piece of wearable technology that links in with a smart phone app. In this session, the children will also create an advert "selling" their product.	IT
Y6 - 41	<a href="#">Appy Times Pt 2</a>	In this apptivity we will give children the chance to experiment with the basics of programming and app development using a variety of development platforms and styles of code.	IT
Y6 - 42	<a href="#">Heroes &amp; Villains -Graphics</a>	This project will take children through the steps to create their own Heroes and Villains style game using the program Scratch.	CS & IT

