

# Rendlesham Computing Curriculum

	Key Stage 1		Lower KS2		Upper KS2	
Autumn 2023-24	<a href="#">How does IT improve our world?</a> Computing Systems and Networks - IT around us	<a href="#">Pencil or Keyboard?</a> Digital Writing	<a href="#">How are we connected?</a> Computer systems and networks	<a href="#">What's more important the question or the answer?</a> Branching Databases	<a href="#">How is information shared?</a> Computing Systems and Networks	<a href="#">How can you bring a model to life?</a> Creating media- 3D Modelling
Spring 2023-24	<a href="#">How did you get there?</a> Moving a robot	<a href="#">What makes a good photograph?</a> Digital Photography	<a href="#">How would you commemorate the life of a Significant Victorian?</a> Animated Google Logo to Commemorate a historic figure .	<a href="#">When should you use desktop publishing?</a> Desktop Publishing	<a href="#">What impact does change have?</a> Variables in games	<a href="#">Paper or Screen?</a> Digital literacy - Making eBook for Younger children. QR code creator for these.
Summer 2023-24	<a href="#">How does grouping make life easier?</a> Grouping data	<a href="#">How can we make vehicles move on screen?</a> Introduction to animation	<a href="#">Can technology replace the piano?</a> Sequence in Music	<a href="#">What happens if you make the wrong turn?</a> Programming B - Events and Actions	<a href="#">Can technology replace maths?</a> Databases	<a href="#">Does technology improve fitness?</a> Sensing
Autumn 2024-25	<a href="#">What is technology?</a> Computing systems and networks – Technology around us	<a href="#">How does technology affect music?</a> Creating Media- Making Music	<a href="#">How does the internet enable learning?</a> Computer systems and networks- the internet	<a href="#">Can you bring a story to life?</a> Creating media- Animations <a href="https://sketch.metademolab.com/canvas">https://sketch.metademolab.com/canvas</a> <a href="https://www.i2e.com/jit5#animate">https://www.i2e.com/jit5#animate</a>	<a href="#">How do we find what we want?</a> Computer systems and networks- Communications	<a href="#">Could vectors improve Banksy's art?</a> Vector drawing
Spring 2024-25	<a href="#">How do you communicate with robots?</a> Programming A - Robot algorithms	<a href="#">Paint brush or paint app?</a> Creating media - Digital painting	<a href="#">Do I need to repeat myself?</a> Programming A - Repetition in shapes	<a href="#">Can digital changes improve reality?</a> Creating media - Photo editing	<a href="#">Do you always get out what you put in?</a> Programming A - Selection in physical computing	<a href="#">Internet- Positive or negative?</a> Use of web page to promote a message
Summer 2024-25	<a href="#">What do the pictures tell us?</a> Data and information - Pictograms  <a href="https://www.i2e.com/jit5#pictogram">https://www.i2e.com/jit5#pictogram</a>	<a href="#">What happens next?</a> Programming B - Introduction to quizzes	<a href="#">'A camera never lies'- so does a podcast?</a> Creating media - Audio editing	<a href="#">Is there value in repeating myself?</a> Programming B - Repetition in games	<a href="#">Why edit?</a> Creating media - Video editing	<a href="#">What if? What then?</a> Programming B - Selection in quizzes