

Overview of units

Unit	Learning outcomes	Computing programme of study	Software	Hardware
3.1 We are programmers Programming an animation	Pupils learn to: - plan and create an algorithm for an animated scene in the form of a storyboard - write a program in Scratch to create the animation, including characters, dialogue, costumes, backdrops and sound - review their animation programs and correct mistakes.	- Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. - Use sequence in programs; work with variables and various forms of output. - Use logical reasoning to detect and correct errors in algorithms and programs.	Main: - Scratch Alternatives: - ScratchJr	- Laptop/desktop/Chromebook computers or tablets - Cameras and microphones (if needed)
3.2 We are bug fixers Finding and correcting bugs	Pupils learn to: - develop a number of strategies for finding errors in programs - build up resilience and strategies for problem solving - increase their knowledge and understanding of Scratch - recognise a number of common types of bugs in software.	- Debug programs that accomplish specific goals. - Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Main: - Scratch - Screen recorder software Alternatives: - Snap!	- Laptop/desktop/Chromebook computers or tablets - Microphones (if needed)
3.3 We are presenters Videoing a presentation against a green screen	Pupils learn to: - develop their web-based research skills - structure, prepare and deliver a talk about a given topic or subtopic studied in another curriculum area - record a piece to camera - edit a movie using static images and green screen footage - give constructive, critical feedback on recorded presentations.	- Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting information. - Use technology safely, respectfully and responsibly.	Main: - Popplet - iMovie Alternatives: - Camera app - Microsoft Photos - Adobe Premiere Elements	- iPad - Green screen background - Tripod and iPad mount

Unit	Learning outcomes	Computing programme of study	Software	Hardware
3.4 We are who we are Creating presentations about ourselves	Pupils learn to: ● create a number of structured presentations ● narrate presentations ● consider issues of trust and privacy when sharing information.	● Select, use and combine a variety of software to design and create content that accomplishes given goals, including presenting information. ● Use technology safely, respectfully and responsibly.	Main: ● Google Slides ● Screen recorder software Alternatives: ● Microsoft PowerPoint	Main: ● Laptop/desktop/Chromebook computers Alternatives: ● iPads or Android tablets
3.5 We are co-authors Producing a wiki	Pupils learn to: ● understand the conventions for collaborative online work, particularly in wikis ● be aware of their responsibilities when editing other people's work ● become familiar with Wikipedia, including potential problems associated with its use ● practise research skills ● write for a target audience using a wiki tool ● develop collaboration skills ● develop proofreading skills.	● Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration. ● Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. ● Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content.	● Google Sites ● Popplet	Main: ● Laptop/desktop computers Alternatives: ● iPads ● Chromebooks
3.6 We are opinion pollsters Collecting and analysing data	Pupils learn to: ● understand some elements of survey design ● understand some ethical and legal aspects of online data collection ● use the Internet to facilitate data collection ● use charts to analyse data ● interpret results.	● Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data. ● Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Main: ● Google Forms ● Google Sheets ● Google Slides ● Google Drive Alternatives: ● Microsoft equivalents ● j2vote, j2data and j2office	● Laptop/desktop/Chromebook computers ● iPads or Android tablets (optional)