







Rothwell St.Mary's Computing Curriculum Planner (In collaboration with Junior Jam)

Our rationale behind this interdisciplinary curriculum, is that the classroom context is purposefully placed to activate prior learning. This ensures that children attend their Junior Jam taught sessions ready to embark on new learning building on previous skills (the forgetting curve).




This document includes the Junior Jam objectives, classroom contexts of learning and an appendix outlining how computing is taught in Rothwell St. Mary's. Computing enhances learning in other aspects of the curriculum also.




School Theme (unless stated)	Autumn 1 iJam	Autumn 2 iProgramme	Spring 1 iAnimate	Spring 2 iCreate	Summer 1 iCommunicate	Summer 2 iTech
Year 1 Junior Jam	<ul style="list-style-type: none"> - Garage Band - Pupils know the intro and verse are the first sections of a song. - Pupils know what the word structure means. - Pupils can add live loops to their project. - Pupils can add at least instruments in their project. 	<ul style="list-style-type: none"> - Pupils know what a computer is and what it is used for. - Pupils know that instructions are also known as algorithms. - Pupils understand that computers aren't capable of thought. 4. 	<ul style="list-style-type: none"> - Pupils know how to use stop animation - Pupils will create their own stop motion animation - Pupils will have to create a plot and animate multiple objects within one frame 	<ul style="list-style-type: none"> - Pupils know what the focal point of a photograph is. - Pupils know the difference between a foreground and a background - Pupils can add more than one photo to their poster on Strip Design. 	<ul style="list-style-type: none"> - Pupils know what e-safety means. - Pupils know why we use passwords. - Pupils can name two pieces of personal information. - 4. Pupils know what to do if they encounter a pop-up ad. 	<ul style="list-style-type: none"> - Pupils can spot visual differences between photos taken today and in the 1800s. - Pupils know that morse code is made from dots and dashes. - Pupils understand how telephones have evolved since they




		Pupils know what functions do to our code.		- 4. Pupils can take photographs without them being blurry		were first invented. - 4. Pupils understand that television was originally in black and white, then moved to colour afterwards
Year 1 Classroom Context	Link to Humanities Familiarise themselves with the Google Earth app – how to find and open an app (using an iPad with directed purpose) Find an locate school on Google Earth. Can you follow your route home? Apps & Devices: iPads  Google Earth		Link to Humanities Find and locate four home nations on Google Maps. Use QR codes to safely open and safely explore specific web content e.g. 'Visit Ireland, Visit Wales et' Apps & Devices: Google Chrome QR converter		Link to Science Throughout the year, take and save pictures in timed and set locations to create a digital chronology of the seasonal changes. Present these in a digital photography format. Apps & Devices: iPad SnapSeed (photography) 	
Year 2 Junior Jam	<ul style="list-style-type: none"> - Pupils know what the word genre means. - Pupils know that rapping is a vocal style associated with hip hop music. 	<ul style="list-style-type: none"> - Pupils know what a conditional is. - Pupils know why they would need to use functions. 	<ul style="list-style-type: none"> - Pupils will learn how to bring two dimensional drawings to life through use of the app 'Do Ink Animation'. - Animate a story line 	<ul style="list-style-type: none"> - Pupils can identify key characteristics of a front page on a magazine 	<ul style="list-style-type: none"> - Pupils can name different ways to contact someone Pupils can describe what video calling is 	<ul style="list-style-type: none"> - Pupils know all stories consist of a beginning, middle and an end. - Pupils can name three

	<ul style="list-style-type: none"> - Pupils can name two countries where World music could be from. - Pupils know that Dance music is made from electronic instruments. - Pupils understand that music can be a mixture of multiple genres. 	<ul style="list-style-type: none"> - Pupils are able to create a character to follow a simple code. - Pupils are able to use shapes to create a picture. - Pupils know what a storyboard is. 	<ul style="list-style-type: none"> - Children create their own animated figure 	<ul style="list-style-type: none"> - Pupils know what a fact file is - Pupils can name at least two different types of quizzes - Pupils understand there are different ways a magazine can be distributed. - Pupils can name what content you might see in a magazine 	<ul style="list-style-type: none"> - Pupils can explain why music can evoke an emotional reaction - Pupils can describe what a digital postcard is - Pupils know what emails are, and how an email address is laid out 	<ul style="list-style-type: none"> - camera angles. - Pupils understand why a storyboard is used before filming. - Pupils will be able to plan their own short storyline. - Pupils know what a theme is in regard to film.
Year 2 Classroom Context	<p>Humanities Create a comic strip using posed photographed scenes of a miners' diary. Add speech bubbles using PicCollage</p> <p>Apps & Devices: iPads Pic Collage SnapSeed</p>  	<p>Humanities Using iMovie create voice over video describing London before The Great Fire of London.</p> <p>Apps & Devices: iPads iMovie</p> 	<p>R.E Enhance learning in R.E by created digital photography thinking about perspective angles and lighting. Good News Birth of the Church</p> <p>Apps & Devices: iPad SnapSeed</p> 			
Year 3 Junior Jam	<ul style="list-style-type: none"> - Pupils can name two ways a song 	<ul style="list-style-type: none"> - Pupils are able to define what 	<ul style="list-style-type: none"> - i Office 	<ul style="list-style-type: none"> - Pupils can name four 	<ul style="list-style-type: none"> - Pupils know what a podcast is 2 	<ul style="list-style-type: none"> - Pupils can name industries



	<p>could end. 6. Pupils can explain the meaning of the word instrumental</p> <ul style="list-style-type: none"> - Pupils know where a chorus lies in a song and how often it usually appears. - Pupils can explain what a press release is and why it is used. - Pupils can use musical terms to describe the differences between seconds in a popular song structure. - Pupils can explain the layout of a press release and what is included in it. 	<p>a computer is.</p> <ul style="list-style-type: none"> - Pupils can explain what an algorithm is and write their own. - Pupils know why you should shorten algorithms. - Pupils know how variables change code. 	<ul style="list-style-type: none"> - Pupils will combine leaning how to stay safe while on a digital device with learning how to operate Office 365 programs. - Pupils will learn about: <ul style="list-style-type: none"> - Cyber bullying - Online Gaming, Trust - Digital Reputation - Location Permissions - Online Contact and Social Media. <p>3. Pupils will learn basic functions in word and excel</p>	<p>different types of animation.</p> <ul style="list-style-type: none"> - Pupils understand that green screens are used to change the background. - Pupils know why titles and credits are used. - Pupils know why small changes are used between pictures in stop motion animation. 	<ul style="list-style-type: none"> - Pupils know the difference between a feature and an introduction - Pupils can differentiate between a podcast, blog and a vlog - Pupils can write a simple blog about a certain subject 	<p>where robotics have helped increase productivity.</p> <ul style="list-style-type: none"> - Pupils know that Java and Blockly are programming languages. - Pupils can look at simple code and explain what it will do. - 4. Pupils can code a simple presentation guide path.
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<p>Year 3 Classroom Context</p>	<p>Humanities Safely create and send an email to Leeds United or Rob Burrows Foundation. Correct email format.</p> <p>Apps & Devices: Chrome Books Docs </p>		<p>R.E Children to create a storyboard of the Baptism of Jesus. Add captions and speech bubbles.</p> <p>Apps & Devices: iPads Pic Collage </p>		<p>Humanities Children to create a digital magazine front cover to go with their non-chronological report on Greece. Think about focal points of photography and overlays.</p> <p>Apps & Devices: Chrome Books Google Slides </p>	
<p>Year 4 Junior Jam</p>	<ul style="list-style-type: none"> - Pupils know the meaning of the word genre. - Pupils can explain why the drop is the most important second of a dance song. - Pupils can name three different dance sub-genres. - Pupils understand that a wobble is a characteristic of Dubstep. - Pupils understand key characteristics of drumbeats in 	<ul style="list-style-type: none"> - Pupils can recreate programs using prompt code. - Pupils can visually differentiate between coding languages. - Pupils can add a scoreboard to their pre-existing code. - Pupils understand how to use variables to expand their program 	<ul style="list-style-type: none"> - i Office - Pupils will be presented with a hypothetical scenario where all social media platforms have been removed from the internet. - Pupils will then be tasked with designing and creating their own social media platform to fill the gap in the market. - Pupils will use more advanced functions in Word to plan their ideas 	<ul style="list-style-type: none"> - Pupils can explain what fast cutting is. - Pupils know why a storyboard is used before filming. - Pupils can explain what a fan video is. - Pupils are able to name three different camera angles that are being used. 	<ul style="list-style-type: none"> - Pupils understand what the focal point of a picture is. - Pupils know some of the different roles in a magazine company. - Pupils understand there are two ways to distribute a magazine and can name them. - Pupils understand what post-production is 	<ul style="list-style-type: none"> - Pupils will be tasked with investigating a historic cybercrime. Pupils will use coding skills and computational thinking to solve the crime.

	different dance sub-genres.		before finally collating them into a Keynote ready to be presented to their peers.		in terms of photography.	
Year 4 Classroom Context	<p>Humanities Word processes their final piece of explanation text on Stone Age people. Use of fonts, editing graphics and incorporating imagery.</p> <p>Apps & Devices: Chrome Books Docs </p>		<p>Science Using excel in their electricity science topic to formalise their result gathering and analyse findings by showing these in different representations.</p> <p>Apps & Devices: Chrome Books Sheets </p>		<p>Humanities Following a trip to Whitby create a Vlog of their learning, experiences and reviews. Highlight key tourist attractions and historically relevant facts.</p> <p>Apps & Devices: iPads Camera / Video iMovie </p>	
Year 5 Junior Jam	<ul style="list-style-type: none"> - Pupils know where Hip-Hop originated from. - Pupils can explain what sampling is. - Pupils know what a hook is and why it is important to a song. - Pupils understand 	<ul style="list-style-type: none"> - Pupils can explain what debugging means. - Pupils are able to branch pre-existing programs. - Pupils can define the word automation 	<ul style="list-style-type: none"> - Pupils will begin with a recap of basic Excel knowledge gained in Level 1 before moving on to more advanced functions within the app. - Pupils will act as movie producers and 	<ul style="list-style-type: none"> - Pupils can explain what 2D animation is. - Pupils understand how squash and stretch changes how something looks when it is animated. - Pupils can draw 3D 	<ul style="list-style-type: none"> - Pupils understand the role branding plays when selling a product or service. - Pupils can explain what a tagline is. - Pupils know what information is 	<ul style="list-style-type: none"> - Pupils will be tasked with investigating a historic Cyber crime. - 2. Pupils will use coding skills and computational thinking to solve the crime.

	<p>that rap is a vocal style first used in Hip-Hop music.</p> <ul style="list-style-type: none"> - Pupils know the two different types of Hip-Hop: Nu Skool and Old Skool. 	<ul style="list-style-type: none"> - Pupils can identify real-world digital solutions - 5. Pupils can create a game using prompt text. 	<p>decide on a style of animated movie to put into production.</p> <ul style="list-style-type: none"> - Pupils will start by inputting and analysing data allowing them to make important production decisions. 	<p>shapes without assistance.</p> <ul style="list-style-type: none"> - 4. Pupils can explain confidently how to create a flip-book animation. 5. Pupils know what vector art is. 	<p>included in a radio advert.</p> <ul style="list-style-type: none"> - Pupils can identify different ways they can distribute their work. - 5. Pupils will be able to create a TV advert while working to a brief 	
<p>Year 5 Classroom Context</p>	<p>English / Humanities</p> <p>Use PowerPoint presentation to create a presentation for the planning stage of their non-chronological report on the Angry Earth.</p> <p>Include hyperlinks, animations, graphics, slide transitions and all other formatting edits.</p> <p>Apps & Devices: Chromo Books Slides </p>		<p>R.E</p> <p>Create an iMovie to inform an audience of their Reconciliation sacramental journey. Include lighting, backgrounds, reflective music, voice overs and text.</p> <p>Apps & Devices: iPads iMovie </p>		<p>Humanities / English</p> <p>Create an advert for FairTrade based on their written English learning. Think about tag line, logo and branding.</p> <p>Apps & Devices: Chrome Book Slides </p>	
<p>Year 6 Junior Jam</p>	<ul style="list-style-type: none"> - Pupils can explain the difference between sampling and remixing. 	<ul style="list-style-type: none"> - Pupils can explain what a clone value does. - Pupils can recognise JavaScript 	<ul style="list-style-type: none"> - Pupils must use all the skills they have learnt during Levels 1, 2 and 3 on Excel, Word and Keynote, to 	<ul style="list-style-type: none"> - 1. Pupils can name different crew roles on a film set. 2. Pupils can use 	<ul style="list-style-type: none"> - Pupils know what units are used to measure graphics and colour. 	<ul style="list-style-type: none"> - Pupils will be tasked with investigating a historic Cyber crime. - 2. Pupils will use coding

	<ul style="list-style-type: none"> - Pupils understand that beatboxing isn't confined to mimicking drum sounds. - Pupils know what a vocal stem is. - Pupils can name three different ways to remix a song. - Pupils can remix a song using sounds from a specific genre. - Pupils can remix two songs by playing them at the same 5me, with the same tempo. 	<p>and know it's a</p> <ul style="list-style-type: none"> - programming language. - Pupils can use a function in conjunction with - commands. - Pupils can define AI. - Pupils can include logic operators into them - programs. - 6. Pupils can give examples of AI in the real world. 	<p>design and present their hero.</p> <ul style="list-style-type: none"> - Pupils will learn how to create and correctly format a CV, how to add hyperlinks into a Word document and extrapolate data from Excel to design a successful candidate CV. 	<p>master scene editing.</p> <ul style="list-style-type: none"> - 3. Pupils can define and create a gif. - 4. Pupils can define cinemograph. - Pupils can manipulate 3D models on all three axes. - 6. Pupils can import their work into a galloping gallery 	<ul style="list-style-type: none"> - Pupils can explain what a design brief is and why it is used. 3) Pupils know what a WYSIWYG web design program is. - Pupils can clearly structure, write and send an email. - Pupils can create a game whilst following a design brief. - 6. Pupils can explain how HTML is used to code websites. 	<p>skills and computational thinking to solve the crime.</p>
<p>Year 6 Classroom Context</p>	<p>Humanities Create a 1940s TV propoganda advert for woman to have the vote. Consider:</p>			<p>STEM Full STEM challenge.</p>		

	Branding Tag line Logo Message Audience Purpose Apps & Devices: Chrome Books I Movie		Planned, research, data gathered and presented in a word or publisher document with links and graphics to relevant programmes and linked in. Apps & Devices: Chrome Book All Google software	
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Appendix 1

Progressive planner for children independently using Slides for Collective Worship:

Y3	Children to combine text and images in a purposeful way, being respectful of the audience experience. Upload to Google Classroom.
Y4	Children to add new slides, change backgrounds, copy and paste graphics, add and layer text and sound. Beginnings of purposeful animations and transitions. Upload to Google Classroom.
Y5	Complete independent use of PowerPoint, adding animations, graphics, text and sound and music. Children to upload these to Google Classroom to share. Feedback from children to be gathered on Google Classroom.
Y6	

Appendix 2

A computing rich curriculum and environment.

- Displays around school to have a QR code link, in which viewers are prompted to view an explanation of the learning delivered by children in the relevant class.
- Each section of the curriculum has a 'how to guide' linked to the relevant QR code on planning.
- Each KS2 class has a digital leader to support keeping children safe on their devices, act as a safeguarding representative and to ensure equipment respected.
- EYFS (where relevant), Y1 and Y2 to store all evidence on Seesaw using a adult generated QR code.
- KS2 to upload work onto Google Classroom