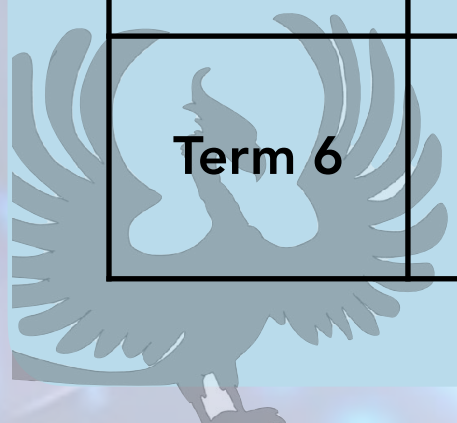


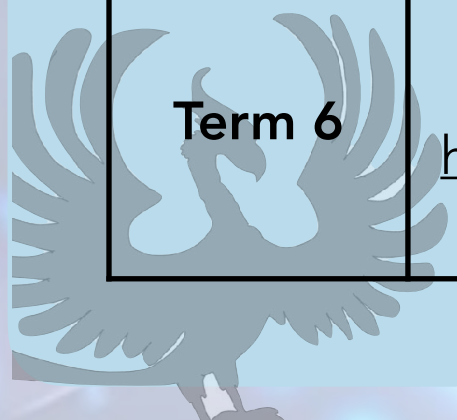
EYFS	Computing	Staying Safe (Project Evolve)
Term 1	Busy Bodies - Barefoot Computing Unplugged instruction following and giving https://www.barefootcomputing.org/earlyyears	Self-image and identity https://projectevolve.co.uk/toolkit/resources/years/early-years-7/self-image-and-identity/
Term 2	Creating media Everyone can create photography Chapter 1 Everyday objects activity 3	Online relationships https://projectevolve.co.uk/toolkit/resources/years/early-years-7/online-relationships/ Online Bullying https://projectevolve.co.uk/toolkit/resources/years/early-years-7/online-bullying/
Term 3	Programming A Bee-Bot programming	Health, Wellbeing and Lifestyle https://projectevolve.co.uk/toolkit/resources/years/early-years-7/health-well-being-and-lifestyle/
Term 4	Data and Information Everyone can create drawing Chapter 1 Activity 2: Lines and patterns	Managing Online Information https://projectevolve.co.uk/toolkit/resources/years/early-years-7/managing-online-information/
Term 5	Creating Media Type my name using a keyboard and start to use a mouse	Privacy and Security https://projectevolve.co.uk/toolkit/resources/years/early-years-7/privacy-and-security/ Copyright and Ownership https://projectevolve.co.uk/toolkit/resources/years/early-years-7/copyright-and-ownership/
Term 6	Programming B Initial Swift Playground levels (modelled)	Online reputation https://projectevolve.co.uk/toolkit/resources/years/early-years-7/online-reputation/



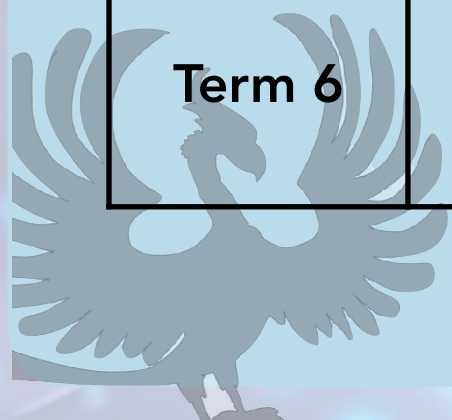
Year 1	Computing	Staying Safe (Project Evolve)
Term 1	<p align="center">Computing systems and networks Teach Computing: Technology around us https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us</p>	<p align="center">Self-image and identity https://projectevolve.co.uk/toolkit/resources/years/year-one/self-image-and-identity/</p>
Term 2	<p align="center">Creating Media Everyone can create photography Chapter 1 Everyday objects activities 1 and 2</p>	<p align="center">Online relationships https://projectevolve.co.uk/toolkit/resources/years/year-one/online-relationships/ Online Bullying https://projectevolve.co.uk/toolkit/resources/years/year-one/online-bullying/</p>
Term 3	<p align="center">Programming A Swift Playground Learn to Code 1 - Commands</p>	<p align="center">Health, Wellbeing and Lifestyle https://projectevolve.co.uk/toolkit/resources/years/year-one/health-well-being-and-lifestyle/</p>
Term 4	<p align="center">Data and information Everyone can create drawing Chapter 8 Infographics Grouping data</p>	<p align="center">Managing Online Information https://projectevolve.co.uk/toolkit/resources/years/year-one/managing-online-information/</p>
Term 5	<p align="center">Creating media Digital writing Teach Computing - Typing skills https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing</p>	<p align="center">Privacy and Security https://projectevolve.co.uk/toolkit/resources/years/year-one/privacy-and-security/ Copyright and Ownership https://projectevolve.co.uk/toolkit/resources/years/year-one/copyright-and-ownership/</p>
Term 6	<p align="center">Programming B Teach Computing - Programming animations using Scratch Jr https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation</p>	<p align="center">Online reputation https://projectevolve.co.uk/toolkit/resources/years/year-one/online-reputation/</p>



Year 2	Computing	Staying Safe (Project Evolve)
Term 1	Computer systems and networks - Teach Computing: IT around us https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us	Self-image and identity https://projectevolve.co.uk/toolkit/resources/years/year-two/self-image-and-identity/
Term 2	Creating media Everyone can create photography Chapter 1 Everyday objects activity 3	Online relationships https://projectevolve.co.uk/toolkit/resources/years/year-two/online-relationships/ Online Bullying https://projectevolve.co.uk/toolkit/resources/years/year-two/online-bullying/
Term 3	Programming A Swift Playground Learn to Code 1 - Functions	Health, Wellbeing and Lifestyle https://projectevolve.co.uk/toolkit/resources/years/year-two/health-well-being-and-lifestyle/
Term 4	Data and information Everyone can create drawing Chapter 8 Infographics Pictograms	Managing Online Information https://projectevolve.co.uk/toolkit/resources/years/year-two/managing-online-information/
Term 5	Creating media Digital music Teach Computing/ Chrome Music Lab https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music https://musiclab.chromeexperiments.com/	Privacy and Security https://projectevolve.co.uk/toolkit/resources/years/year-two/privacy-and-security/ Copyright and Ownership https://projectevolve.co.uk/toolkit/resources/years/year-two/copyright-and-ownership/
Term 6	Programming B Teach Computing Programming quizzes using Scratch Jr https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes	Online reputation https://projectevolve.co.uk/toolkit/resources/years/year-two/online-reputation/



Year 3	Computing	Staying Safe (Project Evolve)
Term 1	<p align="center">Computing systems and networks Teach Computing: Connecting computers https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers</p>	<p align="center">Self-image and identity https://projectevolve.co.uk/toolkit/resources/years/year-three/self-image-and-identity/</p>
Term 2	<p align="center">Creating media Everyone can create photography Chapter 2 Portraits Activity 3</p>	<p align="center">Online relationships https://projectevolve.co.uk/toolkit/resources/years/year-three/online-relationships/ Online Bullying https://projectevolve.co.uk/toolkit/resources/years/year-three/online-bullying/</p>
Term 3	<p align="center">Programming A Swift Playground Learn to Code 1 - Loops</p>	<p align="center">Health, Wellbeing and Lifestyle https://projectevolve.co.uk/toolkit/resources/years/year-three/health-well-being-and-lifestyle/</p>
Term 4	<p align="center">Data and information Teach Computing - Branching databases https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases</p>	<p align="center">Managing Online Information https://projectevolve.co.uk/toolkit/resources/years/year-three/managing-online-information/</p>
Term 5	<p align="center">Creating media Everyone Can Create Photo: Chapter 7 Activity 2 Stop motion animation</p>	<p align="center">Privacy and Security https://projectevolve.co.uk/toolkit/resources/years/year-three/privacy-and-security/ Copyright and Ownership https://projectevolve.co.uk/toolkit/resources/years/year-three/copyright-and-ownership/</p>
Term 6	<p align="center">Programming B Swift Playground Learn to Code 1 - Conditional Code</p>	<p align="center">Online reputation https://projectevolve.co.uk/toolkit/resources/years/year-three/online-reputation/</p>



Year 4	Computing	Staying Safe (Project Evolve)
Term 1	<p align="center">Computing systems and networks Teach Computing: The Internet https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet</p>	<p align="center">Self-image and identity https://projectevolve.co.uk/toolkit/resources/years/4/self-image-and-identity/</p>
Term 2	<p align="center">Creating media Everyone can create photography Chapter 3 Scenes</p>	<p align="center">Online relationships https://projectevolve.co.uk/toolkit/resources/years/4/online-relationships/ Online Bullying https://projectevolve.co.uk/toolkit/resources/years/4/online-bullying/</p>
Term 3	<p align="center">Programming A Swift Playground Learn to Code 1 - Logical Operators</p>	<p align="center">Health, Wellbeing and Lifestyle https://projectevolve.co.uk/toolkit/resources/years/4/health-well-being-and-lifestyle/</p>
Term 4	<p align="center">Data and information Teach Computing - Data logging - Sensors https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging</p>	<p align="center">Managing Online Information https://projectevolve.co.uk/toolkit/resources/years/4/managing-online-information/</p>
Term 5	<p align="center">Creating media Everyone Can Create Video - Chapter 1 Your First Movie using Clips</p>	<p align="center">Privacy and Security https://projectevolve.co.uk/toolkit/resources/years/4/privacy-and-security/ Copyright and Ownership https://projectevolve.co.uk/toolkit/resources/years/4/copyright-and-ownership/</p>
Term 6	<p align="center">Programming B Swift Playground Learn to Code 1 - While Loops</p>	<p align="center">Online reputation https://projectevolve.co.uk/toolkit/resources/years/4/online-reputation/</p>



Year 5	Computing	Staying Safe (Project Evolve)
Term 1	<p>Computer systems and networks Teach Computing: Systems and searching https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information</p>	<p>Self-image and identity https://projectevolve.co.uk/toolkit/resources/years/5/self-image-and-identity/</p>
Term 2	<p>Creating media Everyone can create photography Chapter 5 Collage composition</p>	<p>Online relationships https://projectevolve.co.uk/toolkit/resources/years/5/online-relationships/ Online Bullying https://projectevolve.co.uk/toolkit/resources/years/5/online-bullying/</p>
Term 3	<p>Programming A Swift Playground Learn to Code 2 - Variables</p>	<p>Health, Wellbeing and Lifestyle https://projectevolve.co.uk/toolkit/resources/years/5/health-well-being-and-lifestyle/</p>
Term 4	<p>Data and information Teach Computing - Flat-file databases https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases</p>	<p>Managing Online Information https://projectevolve.co.uk/toolkit/resources/years/5/managing-online-information/</p>
Term 5	<p>Creating Media Everyone Can Create Video Chapter 4 Tutorials</p>	<p>Privacy and Security https://projectevolve.co.uk/toolkit/resources/years/5/privacy-and-security/ Copyright and Ownership https://projectevolve.co.uk/toolkit/resources/years/5/copyright-and-ownership/</p>
Term 6	<p>Programme B Programming using Spheros</p>	<p>Online reputation https://projectevolve.co.uk/toolkit/resources/years/5/online-reputation/</p>

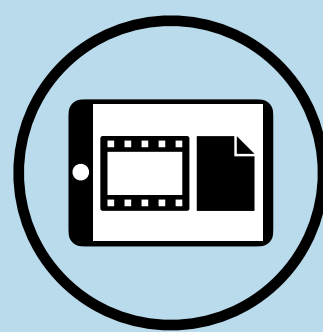

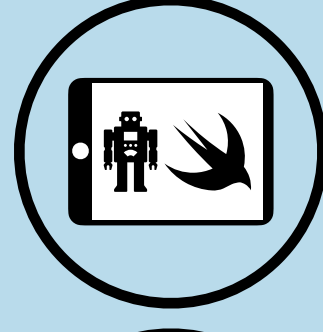
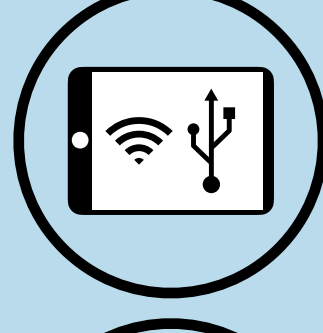



Year 6	Computing	Staying Safe (Project Evolve)
Term 1	<p align="center">Computer systems and networks Teach Computing: Communication and collaboration https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication</p>	<p align="center">Self-image and identity https://projectevolve.co.uk/toolkit/resources/years/6/self-image-and-identity/</p>
Term 2	<p align="center">Creating media Everyone can create photography Chapter 7 animated gifs</p>	<p align="center">Online relationships https://projectevolve.co.uk/toolkit/resources/years/6/online-relationships/ Online Bullying https://projectevolve.co.uk/toolkit/resources/years/6/online-bullying/</p>
Term 3	<p align="center">Programming A Swift Playground Learn to Code 2 - Types</p>	<p align="center">Health, Wellbeing and Lifestyle https://projectevolve.co.uk/toolkit/resources/years/6/health-well-being-and-lifestyle/</p>
Term 4	<p align="center">Data and information Teach Computing Introduction to Spreadsheets https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets</p>	<p align="center">Managing Online Information https://projectevolve.co.uk/toolkit/resources/years/6/managing-online-information/</p>
Term 5	<p align="center">Creating Media Everyone Can Create Video Chapter 5 Documentaries</p>	<p align="center">Privacy and Security https://projectevolve.co.uk/toolkit/resources/years/6/privacy-and-security/ Copyright and Ownership https://projectevolve.co.uk/toolkit/resources/years/6/copyright-and-ownership/</p>
Term 6	<p align="center">Programme B Programming using Spheros</p>	<p align="center">Online reputation https://projectevolve.co.uk/toolkit/resources/years/6/online-reputation/</p>



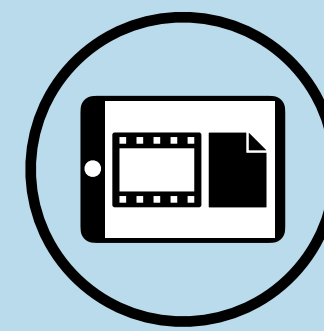

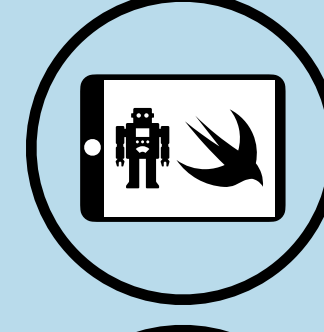
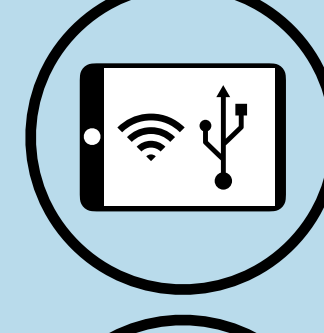

Computing passports

Computing passports indicate the basic skills and knowledge that every child should have by the time they reach the end of each year group at St Bart's. There are goals relating to each of the key concepts.

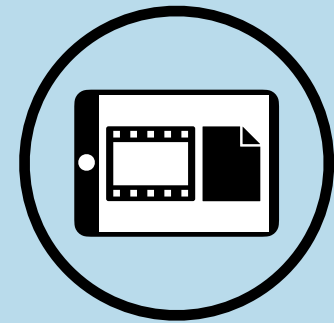
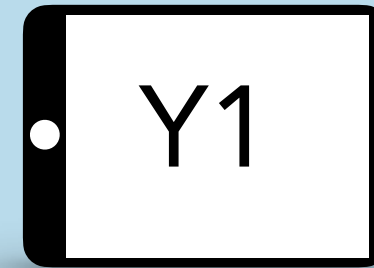
-  Creating Media
-  Data and Information
-  Programming
-  Systems and Networks
-  Staying Safe

Computing passport



-  I can take a photograph
-  I can sort physical objects
-  I can program a Beebot to move
-  I can name some technology devices (eg. iPad, computer, mouse)
-  I know I need to use the internet with an adult

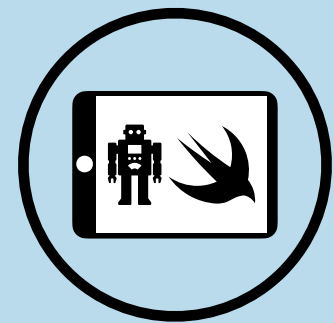
Computing passport



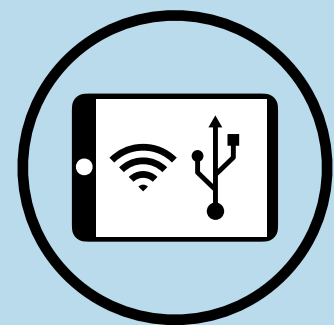
I can edit a photo
I can type some words using a keyboard



I can sort images on a digital device



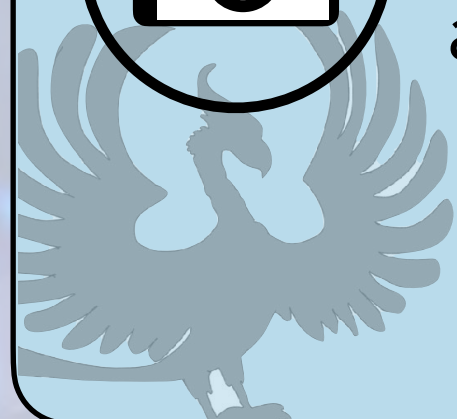
I know that an algorithm is a list of rules to follow to complete a task
I can test algorithms I have created



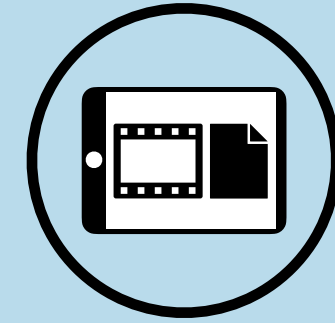
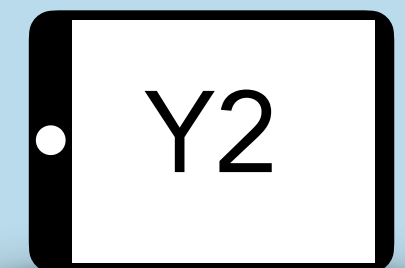
I can say how technology can help us in our everyday lives
I can save and reopen my work



I can say how to get help if I am worried about something on the Internet



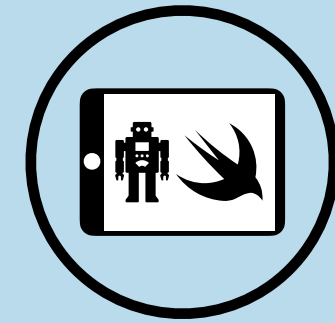
Computing passport



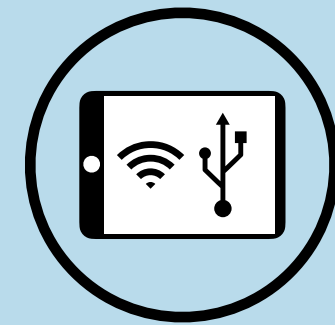
I can use Chrome Music Lab to create a musical pattern



I can organise data using technology (eg. to create block diagrams from tally charts)



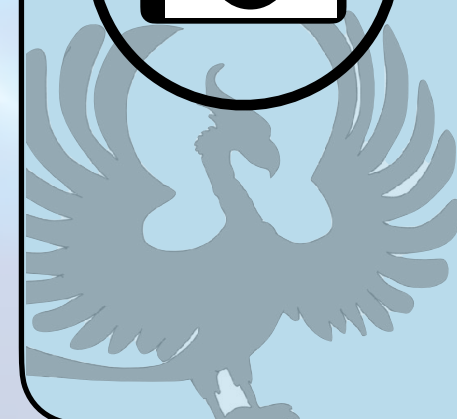
I can create and debug simple programs



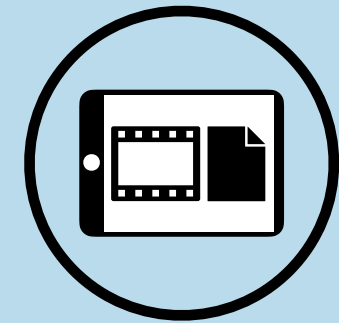
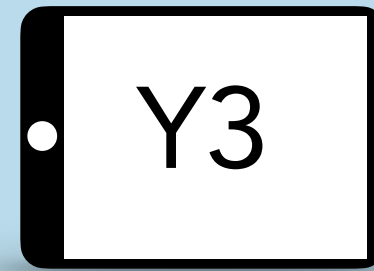
I can say how information technology is used beyond school



I know what personal information is and who to trust with it
I know what a digital footprint is



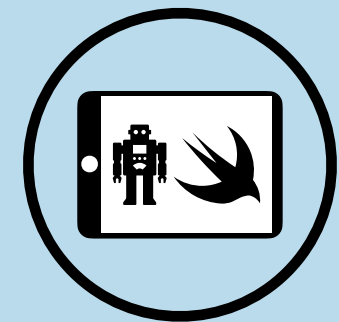
Computing passport



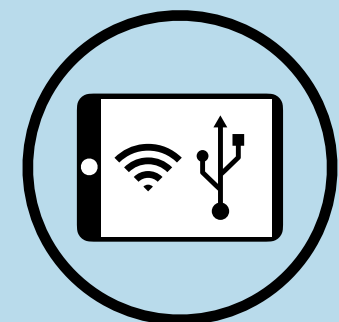
I can create a stop frame animation



I can create a yes/no branching database



I can build a sequence of commands using Swift Playgrounds

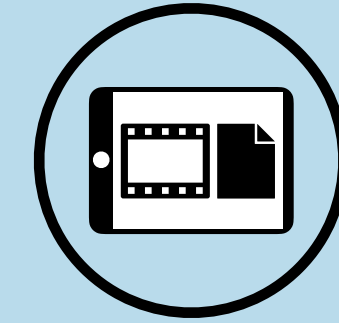
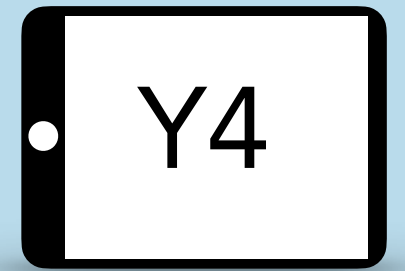


I can send information to another device (eg. Airdrop a file, send a message)



I understand the dangers of sharing information and I can get help when an unsafe situation occurs online

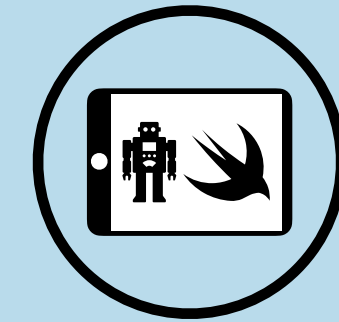
Computing passport



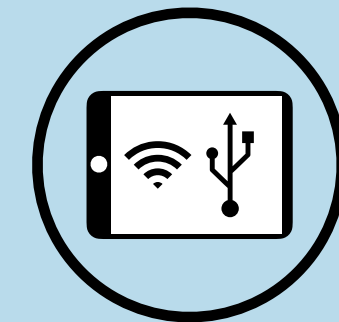
I can record and edit a short movie using Clips



I can use a digital device to collect data automatically and interpret it



I can programme using loops in Swift Playgrounds



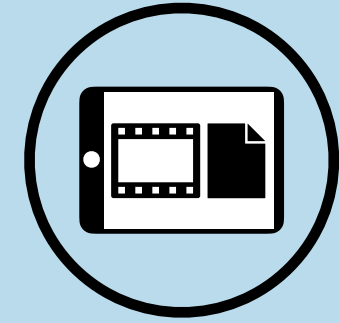
I can describe the parts of a network and how they connect to form the internet



I can identify images that are safe or unsafe to share online

Computing passport

Y5

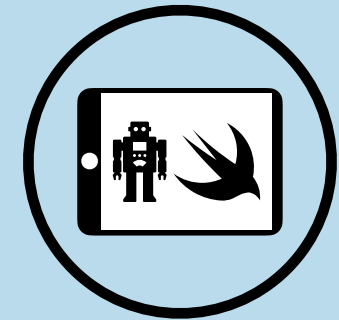


I can storyboard, capture and edit a video project

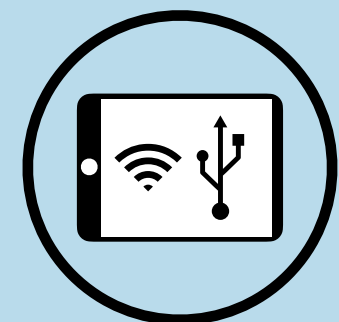
I can layer, group and duplicate objects



I can create graphs and charts from data



I can create a programme using variables



I know how search engines work and can use them to find information



I can create strong passwords

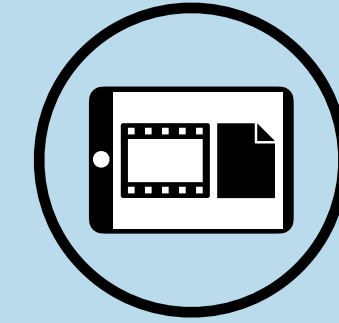
I know how online bullying happens and

I can talk about how it makes me feel



Computing passport

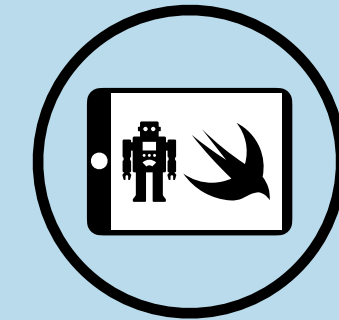
Y6



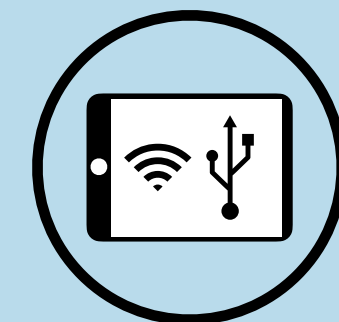
I can create and edit an extended video project for a purpose



I can construct a formula in a spreadsheet



I can design a project that uses inputs and outputs on a controllable device



I can choose methods of communication to suit particular purposes



I know I can block unwanted messages or people

I know that people can pretend to be others online for malicious reasons

