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| Whitegate Computing Curriculum  Oak Class | | |
| **Digital Literacy** | **E Safety** | * Be a good online citizen and friend, not a ‘digital bystander.’ * Articulate what constitutes good behaviour online. * Find and cite the web address or source for any information or resource found online. * Use different sources to double check information found. * Find *report* and *flag* and buttons in commonly used sites and name sources of help. * Discuss scenarios involving online risk. * Act as a role model on E Safety for younger pupils.  |  | | --- | |  | |
| **Research** | * Check the accuracy of information independently. * Be aware of privacy and other issues related to using the Internet. * Interpret and question the plausibility of information. * Understand websites such as Wikipedia are made by users (link to E Safety.) * Suggest ways to check the accuracy of information independently. * Talk about the reliability of information on the Internet e.g. the difference between fact and opinion. * Be aware of privacy and other issues related to using the Internet. |
| **Computer Science** | **Programming** | * Investigate and evaluate the features of programming software. * Analyse and deconstruct code to work out its purpose. * Write, test and debug code using Scratch 3.0 * Save code into a personal ‘backpack’ for later use in different projects. * Program a character to be controlled to reach a goal. * Program a character to follow an automatic path. * Create appropriate animations. * Structure and control the timing of events. * Control when objects need to be visible. * Sequence events to create a story narrative. * Add voice sounds to enhance an animated story. * Add interactive user features to a scene or story. * Create an interactive quiz linked to a Knowledge Organiser. |
| **Information Technology** | **Word Processing** | * Import graphics and use the Picture Toolbar to choose the text wrapping. * Move, resize and reshape text and graphics on a page. * Use the spell checker. * Use Page Setup to choose Portrait or Landscape page as appropriate. * Learn how to insert and use a simple table. * Use range of word processing skills in a range of contexts. * Change the layout of a document of a document using centering and justification. * Manipulate windows by viewing two at once. * Create, organise, save and search for files and folders. * Use bullets and numbering. * Use the ‘ctrl’ key. * Use find, search and replace if appropriate. |
| **Presentation (PPT)** | * Add a new slide. * Set or change the slide layout. * Insert a text box. * Change the background, outline, font and colour. * Insert and resize an image. * Reorder slides and present a presentation. * Add theme, transitions and animation to a presentation. * Insert audio and video. * Evaluate slide layout and make improvements. |
| **Computer skills** | * Understand and use the hierarchical file system. * Combine information from various sources. * Describe and discuss their work and explain how and why they have used ICT. * Choose and combine the use of appropriate ICT tools to complete a task. * Critically evaluate the fitness for purpose of work as it progresses. |
| **Data Handling - Spreadsheets** | * Enter data into a spreadsheet. * Order and present data based on calculations. * Add, edit and calculate data. * Design a spreadsheet for a specific purpose. |