



## Dobwalls CP School Computing Overview



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	<b>We Are Storytellers</b> Producing a talking e-book.	<b>We Are Celebrating</b> Creating a digital greetings card.	<b>We are TV Chefs</b> Illustrating an e-book.	<b>We Are Collectors</b> Finding images using the web	<b>We Are Painters</b> Illustrating an ebook	<b>We Are Treasure Hunters</b> Using programmable toys
	<b>Communication</b> (Information Technology)	<b>Productivity</b> (Information Technology)	<b>Computational Thinking</b> (Computer Science)	<b>Computer Networks</b> (Computer Science)	<b>Creativity</b> (Information Technology)	<b>Programming</b> (Computer Science)
<b>Year 2</b>	<b>We Are Astronauts</b> Programming On Screen	<b>We Are Game Testers</b> Exploring how computer games work	<b>We Are Photographers</b> Taking better digital photographs	<b>We Are Researchers</b> Research project.	<b>We Are Zoologists</b> Collecting data about bugs	<b>We Are Detectives</b> Collecting clues
	<b>Programming</b> (Computer Science)	<b>Computational Thinking</b> (Computer Science)	<b>Creativity</b> (Information Technology)	<b>Computer Networks</b> (Computer Science)	<b>Productivity</b> (Information Technology)	<b>Communication</b> (Information Technology)
<b>Year 3</b>	<b>We Are Programmers</b> Programming an animation	<b>We Are Bug Fixers</b> Finding and correcting bugs in programs	<b>We Are Presenters</b> Video performances	<b>We Are Vloggers</b> Research for and create a short screen cast presentation	<b>We Are Communicators</b> Collecting and analysing data	<b>We Are Opinion Pollsters</b> Collecting and analysing data
	<b>Programming</b> (Computer Science)	<b>Computational Thinking</b> (Computer Science)	<b>Creativity</b> (Information Technology)	<b>Computer Networks</b> (Computer Science)	<b>Communication</b> (Information Technology)	<b>Productivity</b> (Information Technology)



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<b>Year 4</b>	<p><b>We Are Software Developers</b> Developing a simple educational game</p>	<p><b>We Are Toy Designers</b> Prototype of an interactive toy</p>	<p><b>We Are Musicians</b> Producing digital music</p>	<p><b>We Are HTML Editors</b> Editing and writing HTML</p>	<p><b>We Are Co-Authors</b> Producing a class wiki</p>	<p><b>We Are Meteorologists</b> Presenting weather data</p>
	<p><b>Programming</b> (Computer Science)</p>	<p><b>Computational Thinking</b> (Computer Science)</p>	<p><b>Creativity</b> (Information Technology)</p>	<p><b>Computer Networks</b> (Computer Science)</p>	<p><b>Communication</b> (Information Technology)</p>	<p><b>Productivity</b> (Information Technology)</p>
<b>Year 5</b>	<p><b>We Are Cryptographers</b> Cracking codes</p>	<p><b>We Are Artists</b> Fusing geometry and art</p>	<p><b>We Are Game Developers</b> Developing an interactive game</p>	<p><b>We Are Web Developers</b> Creating a website about cyber security</p>	<p><b>We Are Bloggers Sharing</b> experiences and feelings</p>	<p><b>We Are Architects</b> Creating a virtual space</p>
	<p><b>Computational Thinking</b> (Computer Science)</p>	<p><b>Creativity</b> (Information Technology)</p>	<p><b>Programming</b> (Computer Science)</p>	<p><b>Computer Networks</b> (Computer Science)</p>	<p><b>Communication</b> (Information Technology)</p>	<p><b>Productivity</b> (Information Technology)</p>
<b>Year 6</b>	<p><b>We Are App Planners</b> Planning the creation of a mobile app</p>	<p><b>We Are Project Managers</b> Researching the app market</p>	<p><b>We Are Market Researchers</b> Researching the app market</p>	<p><b>We Are Interface Designers</b> Designing an interface for an app</p>	<p><b>We Are App Developers</b> Developing a simple mobile phone app</p>	<p><b>We Are Marketers Marketing an app</b> using digital software</p>
	<p><b>Computer Networks</b> (Computer Science)</p>	<p><b>Computational Thinking</b> (Computer Science)</p>	<p><b>Productivity</b> (Information Technology)</p>	<p><b>Communication</b> (Information Technology)</p>	<p><b>Programming</b> (Computer Science)</p>	<p><b>Creativity</b> (Information Technology)</p>