



St Uny Church of England Academy

Computing Curriculum Coverage



	Teaching Step 1	Teaching Step 2
Year 1	<p>On the move</p> <p>Learn that programs execute by following clear instructions. Understand that programs respond to inputs to do different things.</p>	<p>Simple inputs</p> <p>Learn to combine start and input events to create more advanced apps and programs using precise instructions.</p>
Year 2	<p>Different sorts of inputs</p> <p>Learn that programs respond to different sorts of inputs, and that the keyboard can be used to control objects on screen, not just by clicking them directly.</p>	<p>Buttons and instructions</p> <p>Learn that one object can be used to control another object, e.g. writing code so clicking a button gives an instruction to make a lorry move.</p>
Year 3	<p>Sequence and animation</p> <p>Learn to make things happen in a sequence, creating simple animations and simulations.</p>	<p>Conditional events (selection)</p> <p>Learn to code with 'if statements', which select different pieces of code to execute depending on what happens to other objects.</p>
Year 4	<p>Introduction to variables</p> <p>Learn how computers use variables to count things and keep track of what is going on, then create simple games which use a score variable.</p>	<p>Repetition and loops</p> <p>Learn how computers use repetition and loops to do things over and over again (and again!).</p>
Year 5	<p>Speed, direction and coordinates</p> <p>Learn how computers use numbers to represent things such as how fast things are moving, and where they are.</p>	<p>Random numbers and simulations</p> <p>Learn how computers can generate random numbers and how these can be used in simulations.</p>
Year 6	<p>Random numbers and simulations</p> <p>Learn how computers can generate random numbers and how these can be used in simulations.</p>	<p>Object properties</p> <p>Learn more about how computers use property values and parameters to store information about objects.</p>