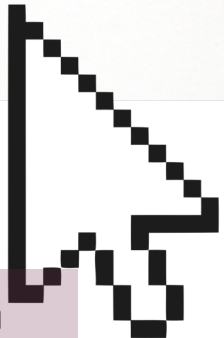


Computing @ St Edward's



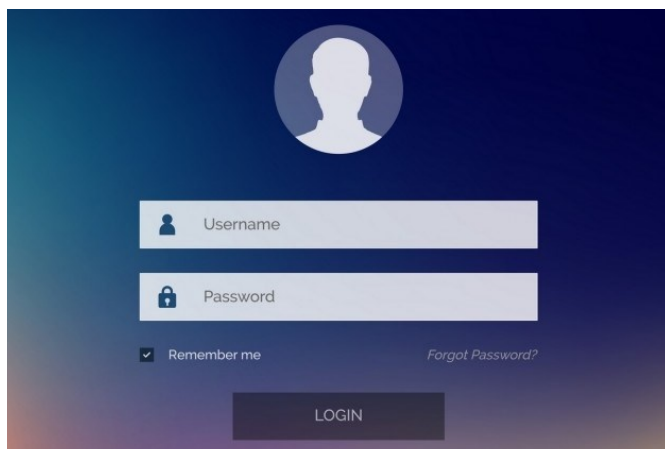
A quick look at the work we are doing in each year group. This document will be updated at the year progresses. St Edward's follows the Purplemash scheme of work (which while being usable in any subject, also has a dedicated computing scheme that comprehensively covers the full curriculum.

*Please note this year due to the school transferring to Google Classroom, our first month of learning was about the new online learning platform.



Year 1

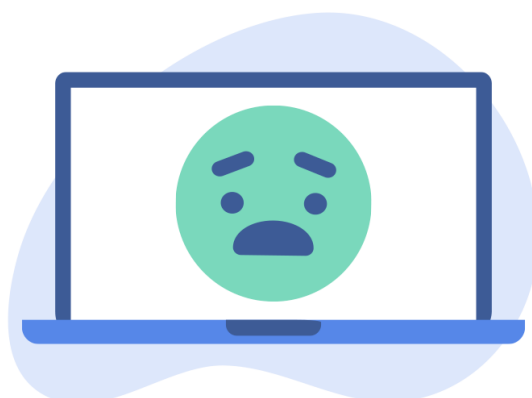




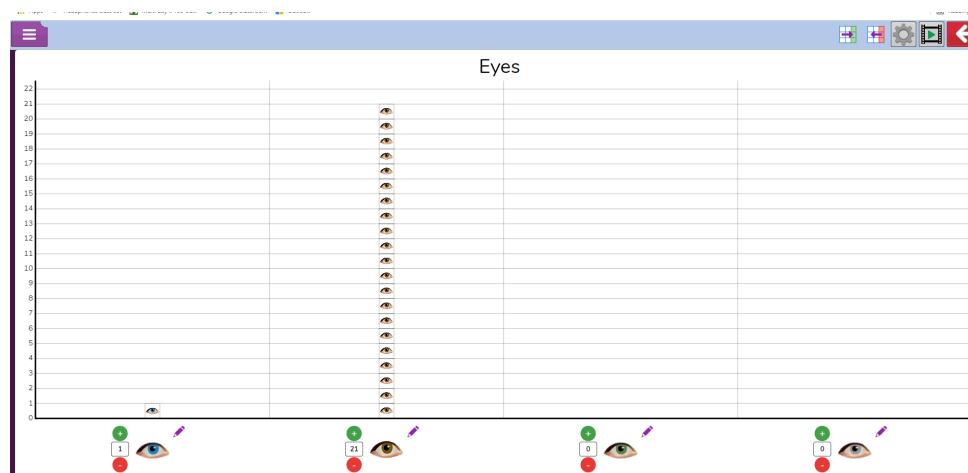
In one lesson we learned about how we can log to our computers to do our work



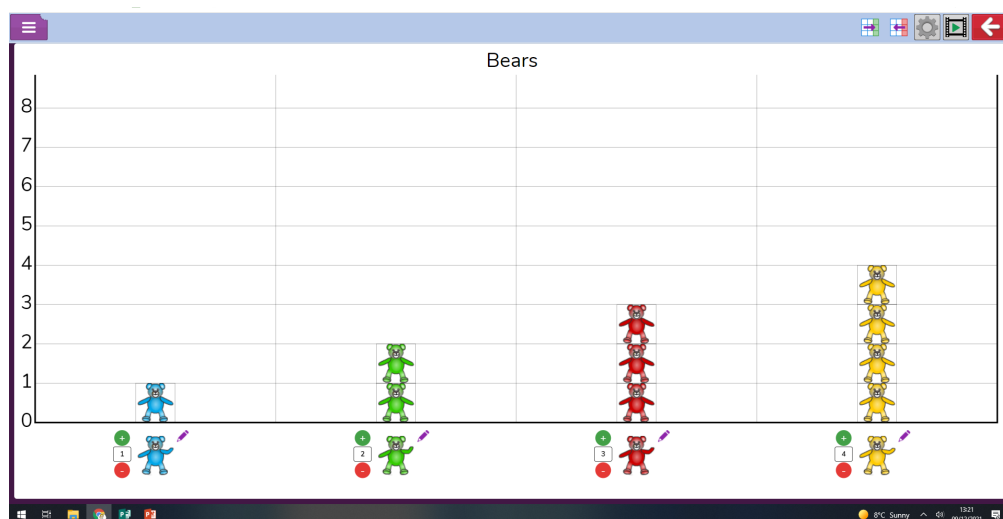
In one lesson we learned how we can save our school work into different folders. This means we can access it another time, or even at home!



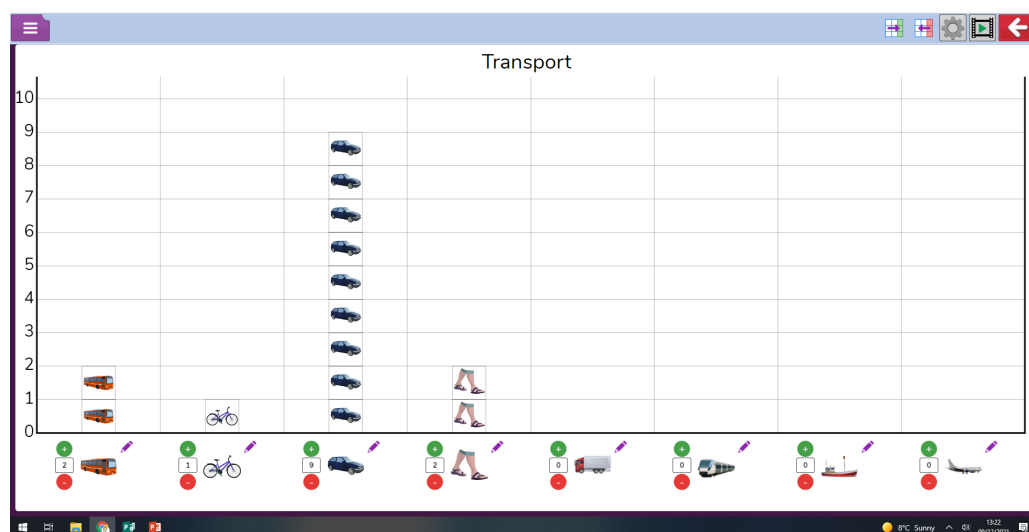
In one lesson we learned about how we can use the computers in school and at home sensibly, and what we should do if we see something we don't like.



In one lesson we
learned what a pic-



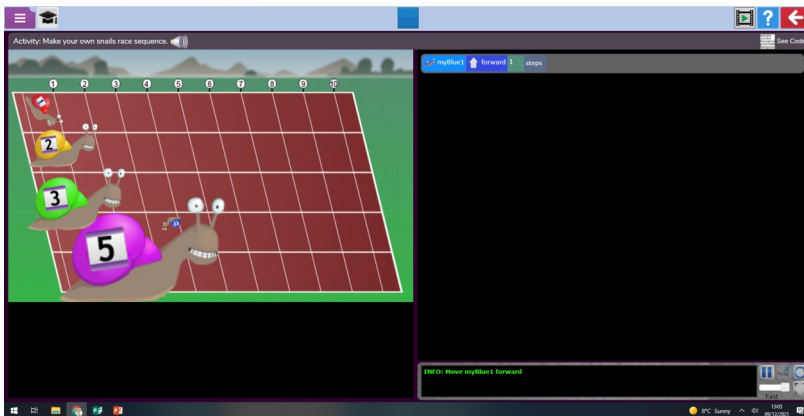
In one lesson we learned how we can use different symbols and even moving pictures in our pictograms. This one was about our favourite colour and this time our teacher didn't help us collect our data!



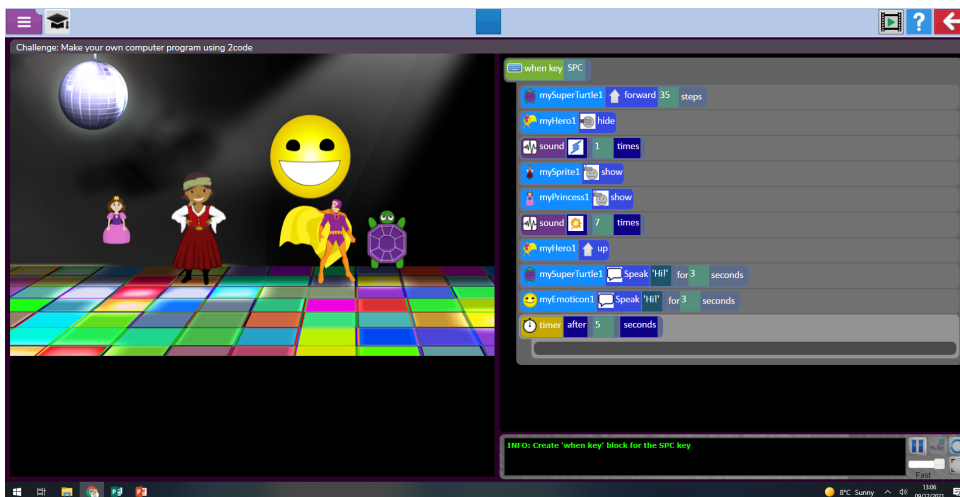
In this lesson we were on our own, we had to think about what transport information might be useful for children coming to St Edward's. Should we include a plane? A spaceship? Or would a bus make more sense?

Year 2

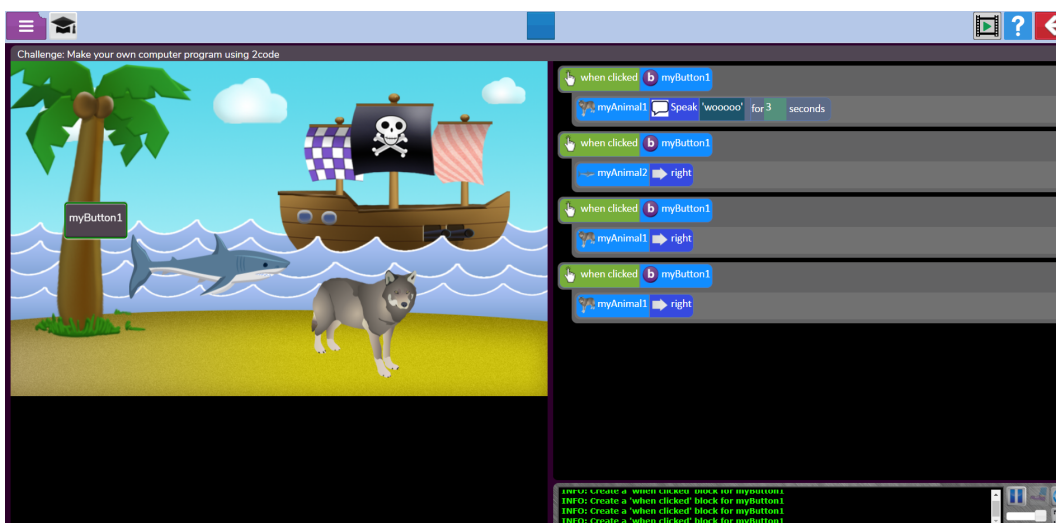




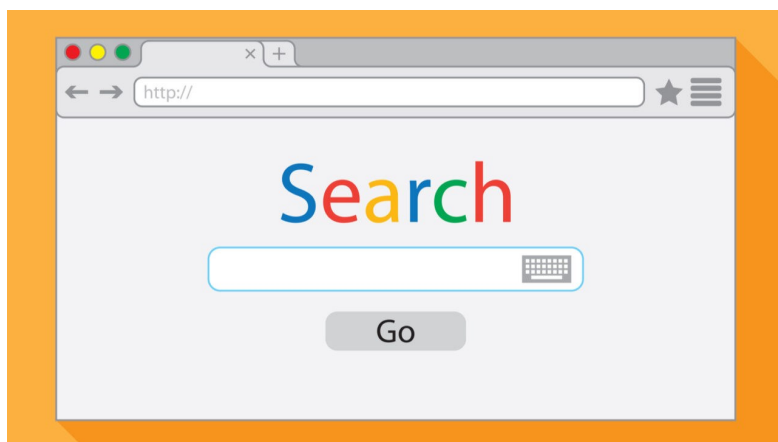
In one lesson we made an exciting snail race, we used different speeds for different snails to keep our viewers in suspense about



In one lesson we made a fun dance using different sprites and sounds. They appeared and disappeared at times using show and hide commands.



In one lesson we started to create buttons that would make something interesting happen when we clicked them on screen.



In one lesson we looked at search engines and how we should use them properly.



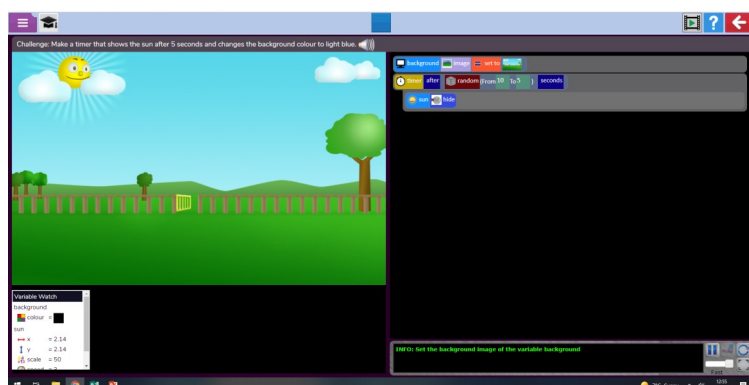
In one lesson we looked at emails and what we should and should not open ourselves or send to other people.



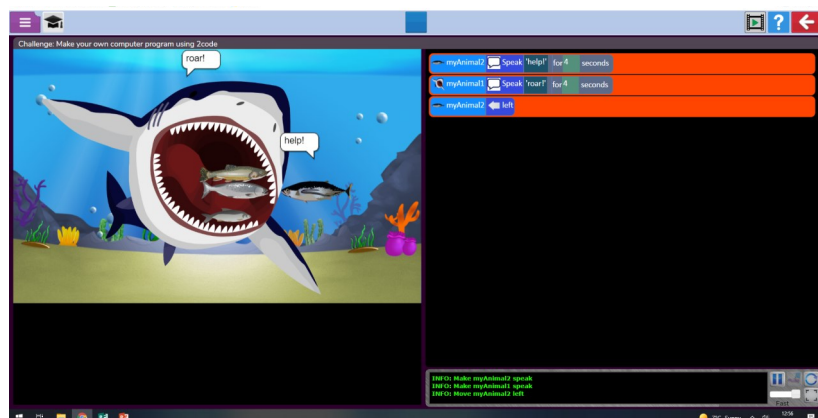
In one lesson we learned about privacy online, and what we might and might not want to share with the world.

Year 3

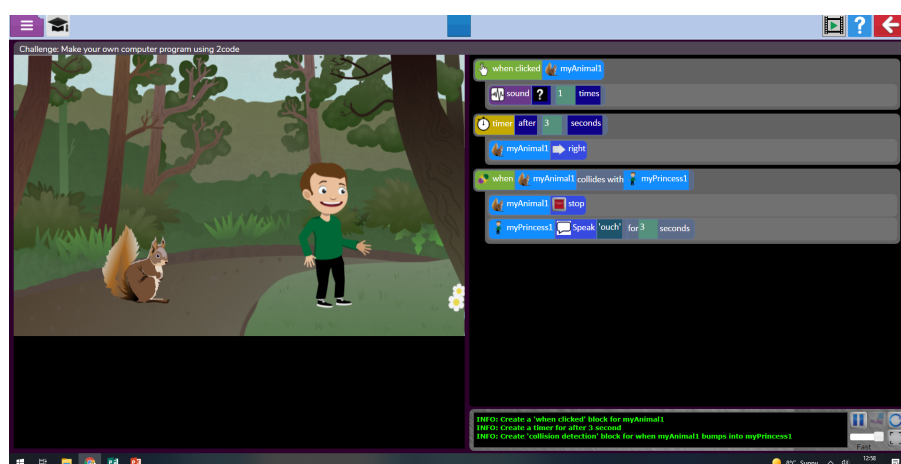




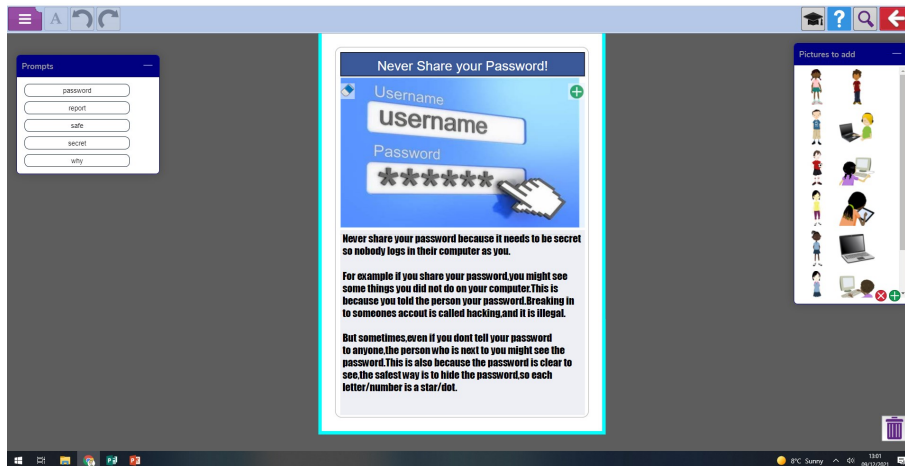
In one lesson we used randomiser to make it so we didn't know when the scene was going to change from night to day.



In one lesson we used different codes to make different characters speak.



In one lesson we used scale to alter the size of our sprites before we made them interact with each other.

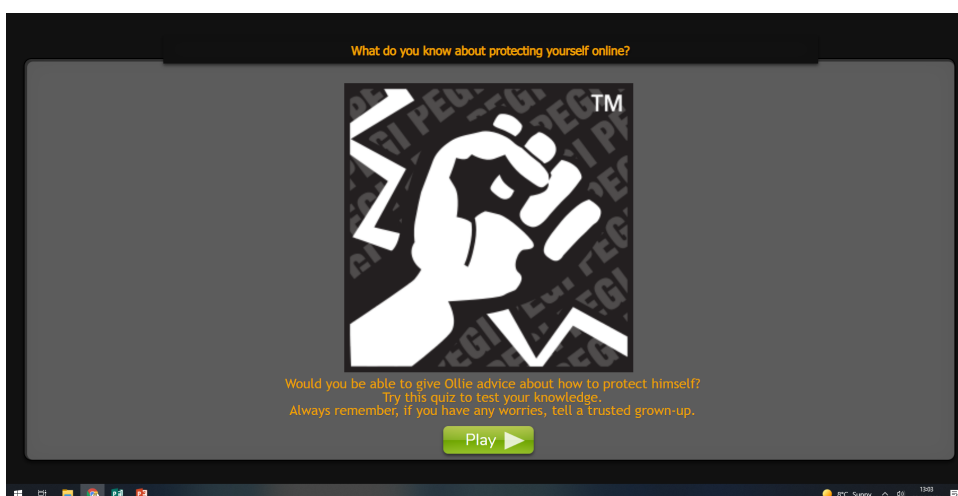


In one lesson we learned about keeping our passwords safe, and created tips and guides for others to remain secure online.



How might the language used change between the ratings?
How might levels of violence change?
How will the types of stories differ?

In one lesson we looked at how films and video games are given different ratings. These are to keep us safe.



In one lesson we took a quiz that made us reflect on what content is appropriate and what is not. We talked about why we should avoid inappropriate content even if we think it doesn't bother us.

Year 4

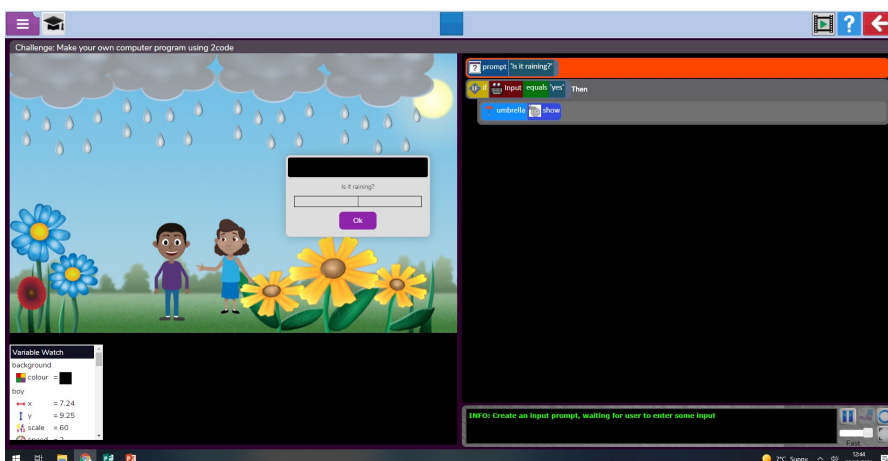


Year 4

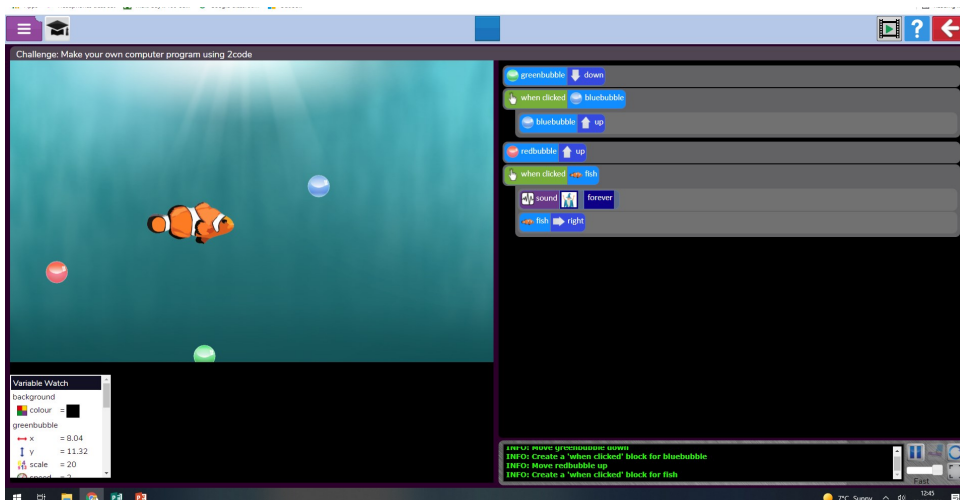
Unit 1– Coding



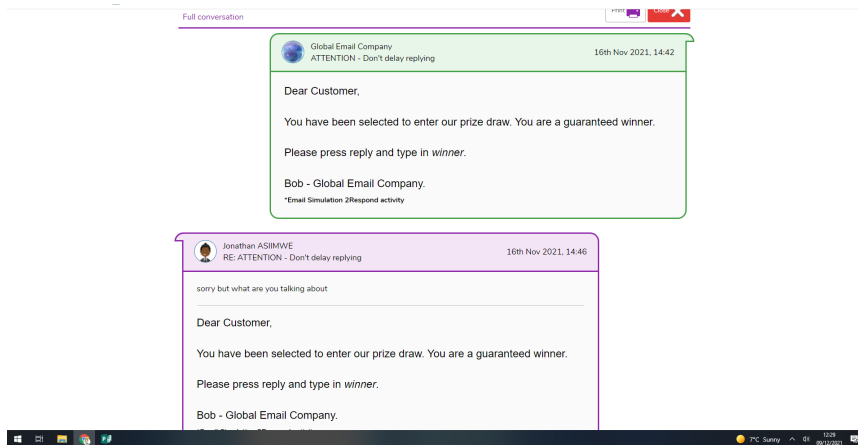
In one lesson we used x and y variables to have characters moving within a certain area without moving off the screen by themselves.



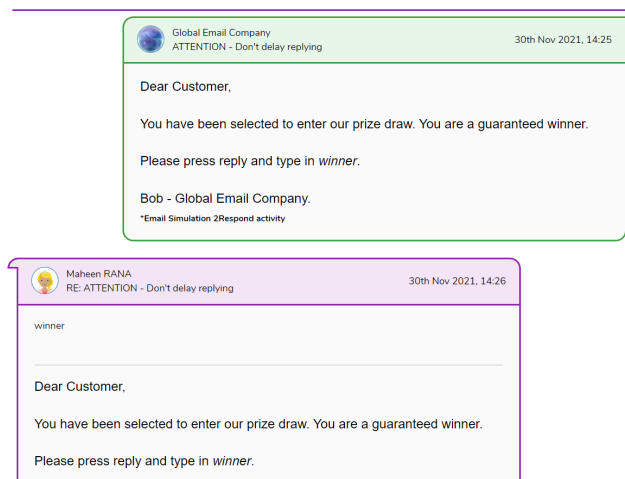
In one lesson we used a simple IF command to request information. If they answer was yes then something happened on screen, but if the answer was no it did not happen.



In one lesson we looked at the difference between code that runs automatically and code that runs dependant on a given input.



In one lesson we looked at what Spam Email is and how we can spot it, we looked at what we should do if we receive it.



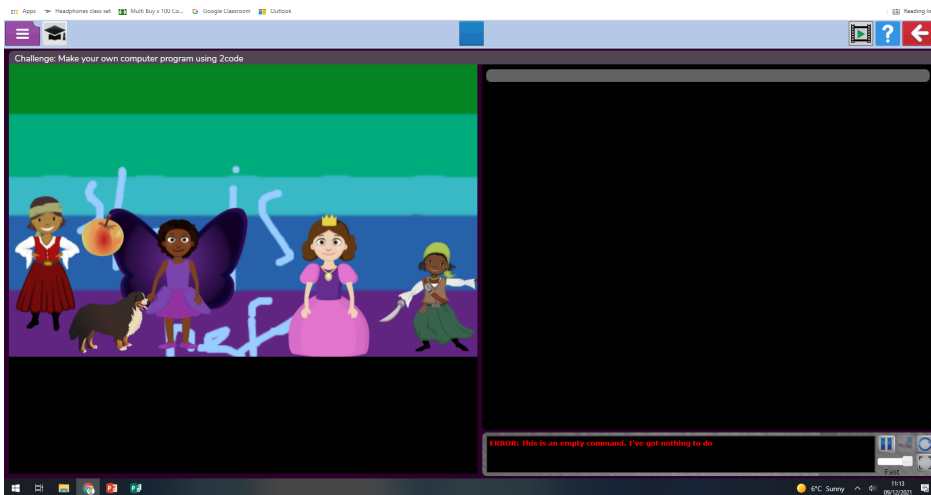
In one lesson we looked at what a phishing scheme might look like and how they try to collect our information using trickery. We learned to discard of these properly.



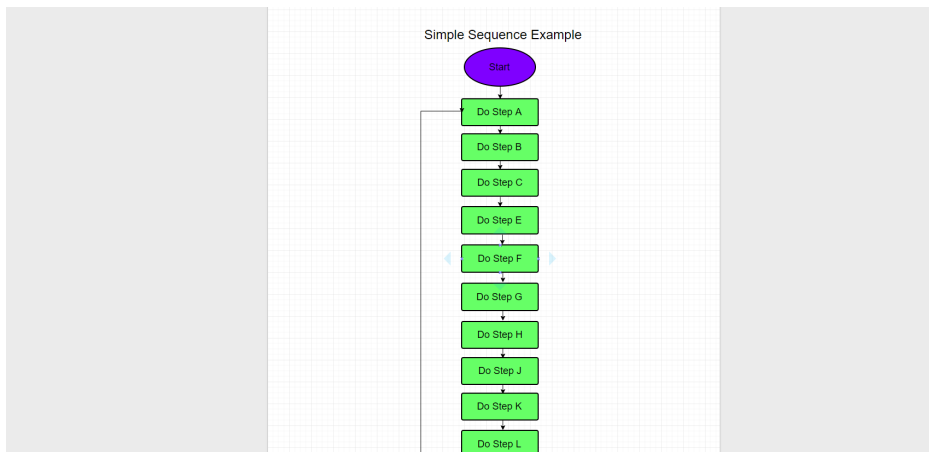
In one lesson we looked at how downloading files can present a risk if we are not careful.

Year 5

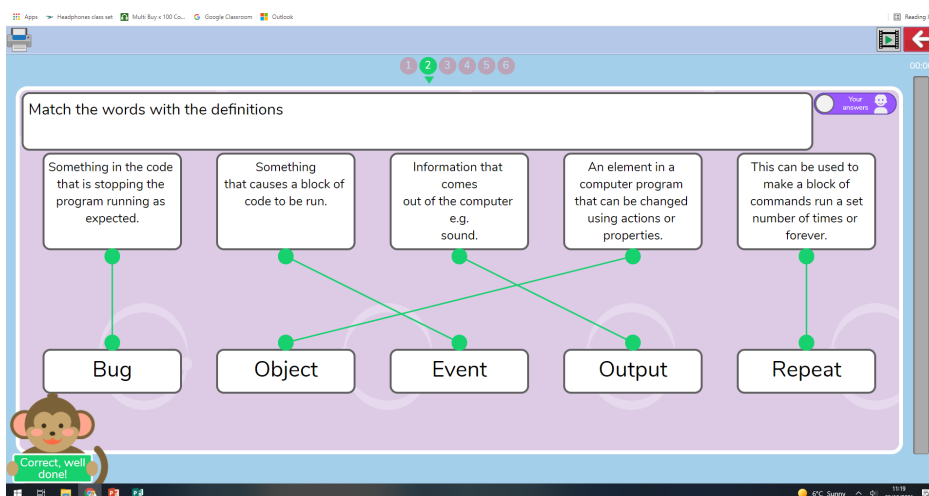




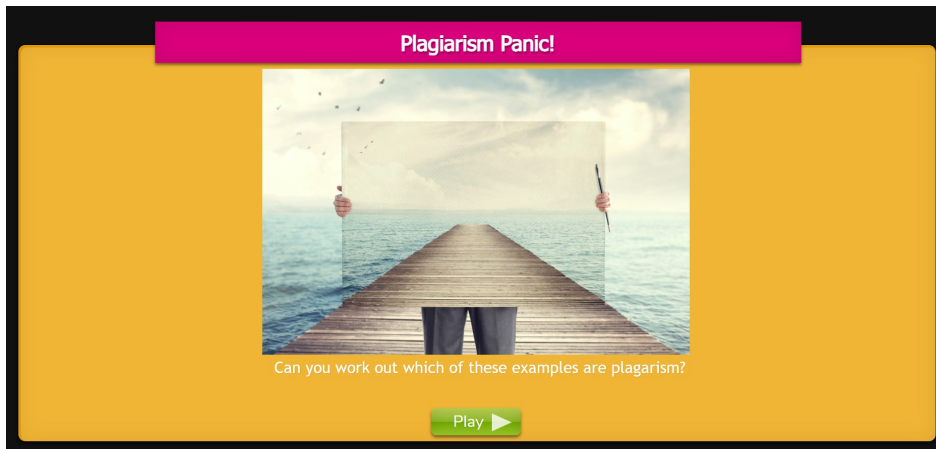
In one lesson we use a painting tool to create our own backgrounds. We then use a variety of instructions to make different sprites move at different speeds in different directions.



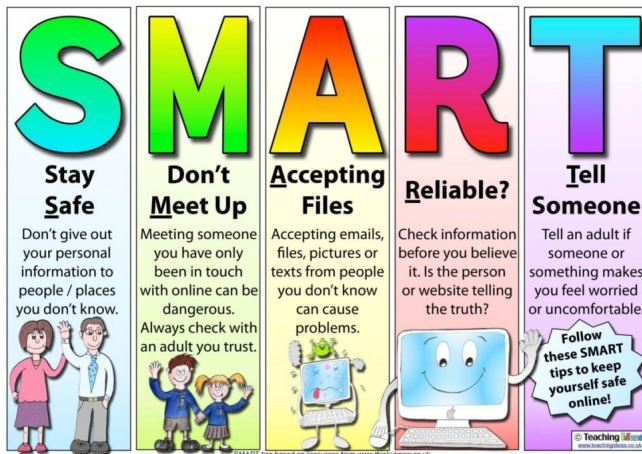
In one lesson we used a flow chart to create an algorithm for how a traffic light might work. It was more complicated than we thought.



In one lesson we took part in a quiz looking at different coding key words.



In one lesson after discussing plagiarism and why it is bad we took a quiz trying to spot different examples of what it might look like.



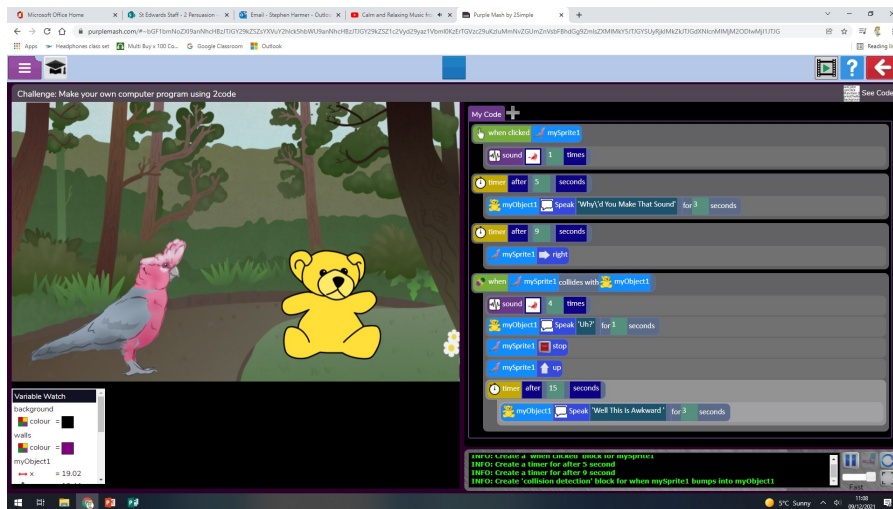
In one lesson we used the acronym SMART to consider how to stay safe online. We made poster of tips online.

Year 6

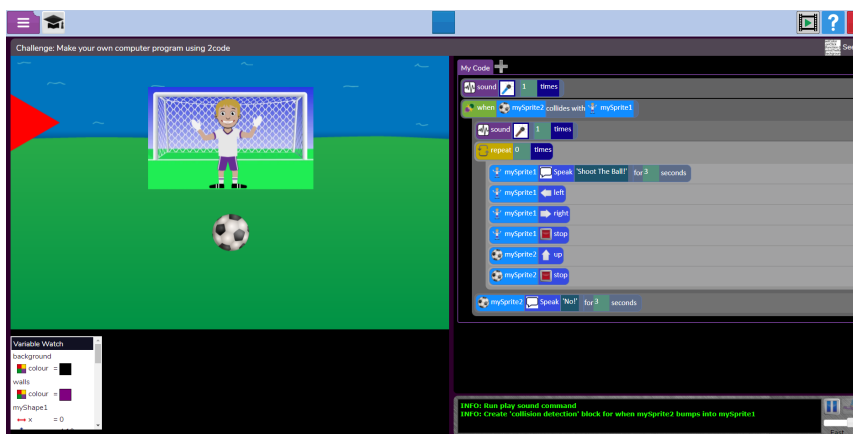


Year 6

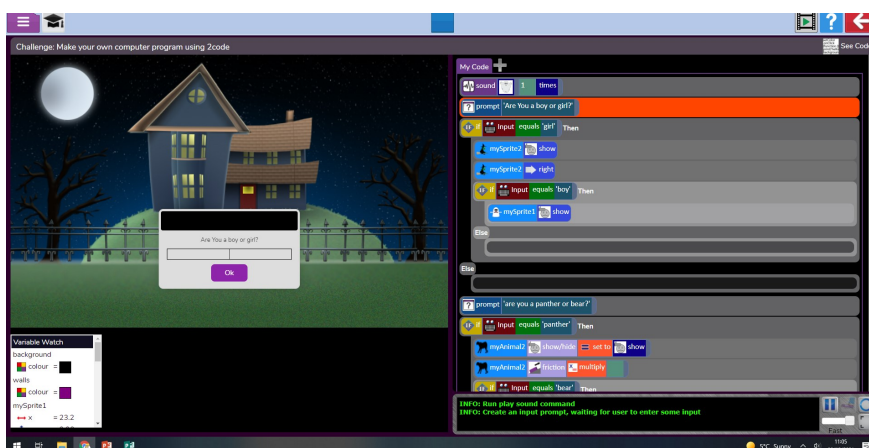
Unit 1– Coding



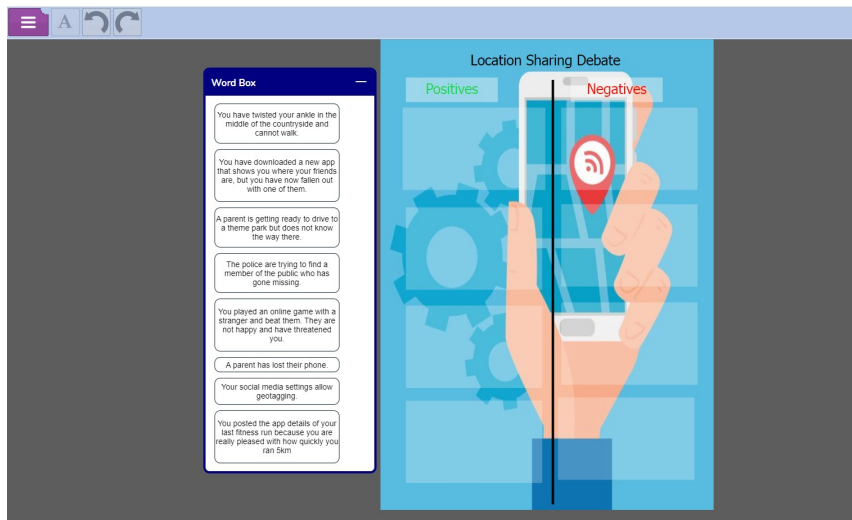
In one lesson we used a variety of timers to make sure things were happening on screen in the correct order. We used inputs to create speech and sound effects and movement.



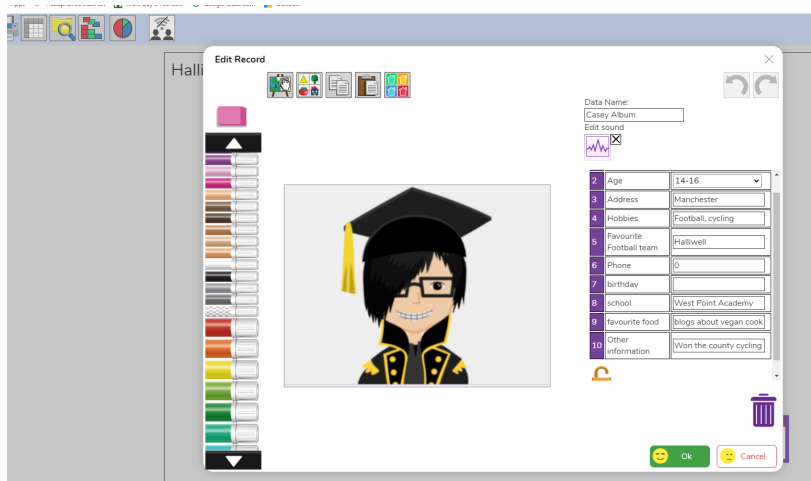
In one lesson we created a football shooting game using impact sensors and movement instructions. We used recordings of our voice to give instructions to the player.



In one lesson we created variables and used if/else statements to make different things happen on screen depending on what input a user typed in.






In one lesson we had a debate about whether location sharing is good or bad. We looked at examples where we might want to use and where it might be unnecessary.



In one lesson we discussed what a digital footprint is. We looked through pretend job applications and had to use their digital footprints to assess who was and wasn't suitable.



In one lesson we created a maze game where the user has to collect the things that will keep a person safe online (eg. Antivirus software) while avoiding the negative online dangers (such as scams.)

	A	B	C	D	E	F	G	H
1	pocket	money	calculator					
2								
3	in			savings			out	
4	pocket money	£20.00		Birthday money	£235.00			£10980.00
5	mow the lawn	£15.00		Christmas money	£25.00			£37.00
6	wash the car	£50.00						£34.00
7	total	£85.00					total	£11051.00
8							how long to save	126.95
9								

In one lesson we used formulae to create a pocket money calculator. Which accounted how much money we received per week and how long it would take to save up for our desired items.

	A	B	C	D	E
1	40	-	5	=	35
2	(45	-	5)
3	45	x	8	=	360
4					
5	first number	second number	Product	total so far	average
6	1	56	56	113	56.5
7	2	21	42	65	32.5
8	3	33	99	135	67.5
9	4	14	56	74	37
10	5	19	95	119	59.5
11	6	25	150	181	90.5
12	7	37	37	303	151.5
13	8	41	328	377	188.5

In one lesson we created number machines using different formulae to calculate different amounts using + - / X and BODMAS.