Computing Overview



'I think it's fair to say that personal computers have become the most empowering tool we've ever created. They're tools of communication, they're tools of creativity and they can be shaped by their user.' Bill Gates

Aspect of Computing						
	Programming	Computational Thinking	Creativity	Computer Networks	Communication and Collaboration	Productivity
	Planning, writing and testing computer programmes for digital devices.	Algorithms, logical reasoning and decomposing problems into smaller parts	Creating and refining original content using digital tools across a range of media.	Using and understanding the internet, the web and search engines effectively and safely.	Making the most of computers and the internet for communicating with one or many and working together on projects.	Collecting and analysing data and information using computers; organising and manipulating and presenting this to an audience.
Year 1	Can we find the hidden treasure?	How can you be a chef for a day?	Who is in the woods today?	What is it?	Can books really talk?	Are you ready to party?
Year 2	How can we reach Mars?	How does that game work?	Are you a happy snapper?	How shall we find out?	Who dunnit?	Does your bug have legs?
Year 3	How will you make it move?	How can we make it better?	Who needs Ant and Dec?	How does Bournville's network work?	Shall we keep in touch?	What is your opinion?
Year 4	Do you want to play my game?	Can you make it in Dragon's Den?	What is in a song?	How did it all start?	Can we write our own Bournville Wikipedia?	What's the weather like?
Year 5	How great is my game?	SOS- Will you save our souls?	Can you create like Bridget Riley?	How can we stay safe?	Shall we blog?	What happens in a space like this?
Year 6	I have a plan! Can we plan our own idea for an app?	Are you a great manager?	What did you say?	Are you a design fiend?	What is your App?	Where are the lights, cameras and action?