



Purbrook Junior School
Computing Overview 2024-2025

Key

-Main Computing area

-End outcome

-Online Safety will be implemented across all terms

	Autumn	Spring	Summer
Year 3	<p><u>We are artists</u> <i>Information Technology</i> Produce a Kandinsky style piece of artwork using Google Docs.</p>	<p><u>We are presenters</u> <i>Digital Literacy</i> Advertise and film a Stone Age house as an estate agent using green screen</p>	<p><u>We are architects</u> <i>Computer Science</i> Produce a computer-aided design (CAD) drawing of a Roman Villa</p>
Year 4	<p><u>We are editors</u> <i>Information Technology</i> Produce a 'This is Me' poem using Google Docs</p>	<p><u>We are programmers</u> <i>Computer Science</i> Design an algorithm using Crumble that will allow a robot head to light up</p>	<p><u>We are collaborative historians</u> <i>Digital Literacy</i> Produce their own Wiki page based on the Vikings they have studied</p>
Year 5	<p><u>We are bloggers</u> <i>Information Technology</i> Produce a blog</p>	<p><u>We are game developers</u> <i>Computer Science</i> Using scratch, develop a rocket ship game</p>	<p><u>We are podcasters</u> <i>Digital Literacy</i> Write and record their own radio podcast</p>
Year 6	<p><u>We are historical architects</u> <i>Computer Science</i> Design and build a Mayan temple using 3D modelling software Tinkercad</p>	<p><u>We are website designers</u> <i>Digital Literacy</i> Develop a multi-purpose website on Ancient Egypt using a complex website builder with hyperlinks</p>	<p><u>We are publishers</u> <i>Information Technology</i> Create a year book as a cohort</p>