



Bilbrook CE Middle School KS2 Computing



What is a graphic novel?



Checking for website accuracy



Data Handling

Programming

Recording



Multimedia

DTP for graphic novels



Why databases are useful investigation



Hour of code



Planning a radio show

Multimedia

Storylines and story boards



Scenario instructions

Programming

Computer reviews

Buying a computer

Data Handling

Writing an advert (Eng skills)

Multimedia

E-Safety

Computer Architecture

CPU

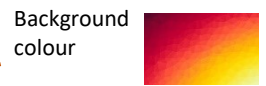


Records on Excel



Using fields

Which program should I use?



Background colour

Using Flowol

Storage devices

Computer Architecture

Introduction to databases

A	B	C	D	E
1	Student ID	Last Name	Initial	Age
2	BT348-240	Walton	L	21
3	BT348-240	Wilson	R	19
4	BT348-247	Thompson	G	18
5	BT348-248	Jones	L	22
6	BT348-248	Peterson	M	37
7	BT348-250	Chapman	J	20
8	BT348-251	Smith	F	26
9	BT348-252	Wynn	S	22
10	BT348-253	Davies	W	20
11	BT348-254	Roberts	L	19
12				

Uploading and adding images

Programming

Multimedia

Using Flowol

Storage devices

Computer Architecture

Introduction to databases

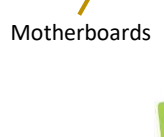
Making a radio show child-friendly

Features of a radio show



Programming

Digital instructions



Motherboards

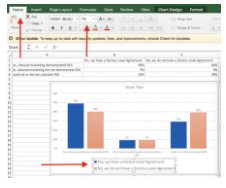
Hardware and software

Data Handling

Features of an advert

Multimedia

Designing a gadget



Min, max and average

Graphs and charts

Professional DTP



SMART scenarios

Computer devices



Formatting text

YEAR 6

Programming



What is HTML?

Data Handling

Basic formulas

Multimedia

Producing an advert

E-Safety

Critical consumers



Instructions quiz

Altering the instructions

Adding sounds

Programming

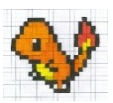
What is social media?



Empathy online

Multimedia

Animating PowerPoints



Pixel art

Effects and credits

Multimedia

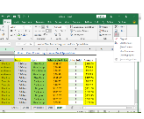
'Remixing a game'

Using a tutorial

E-Safety

Data Handling

Formatting a spreadsheet



PowerPoint templates



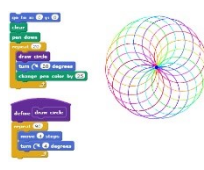
SMART rules

Digital footprint



Programming

Drawing new shapes



Multimedia

Writing instructions

Programming

Introduction to DTP

Multimedia

E-Safety

'IF' statements

Paint brushes

Importing and editing

Following instructions

Labelling with spreadsheets



What is a spreadsheet?



What is an instruction?

Planning an advert

Multimedia

Programming

Recording an advert



Cyberbullying

E-safety

Data Handling

Introduction to Flowol

Programming

What is Movie Maker?



Using 'sprites'



Scratch uses

What is E-Safety?



YEAR 5