

Computing at Hamer Primary School

Cycle A	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Key Stage 1	Introduction to PM (1) Creative Computing	Creating Pictures (1)	Spreadsheets (2)	Animated Stories (1)	Coding (1)	Coding (2)
Lower Key Stage 2	Email (3)	Unpacking Hardware and Software (4)	Route Planners (3)	Effective Searching (4)	Coding	Presentations (3)
Upper Key Stage 2	Quizzing (5)	Game Creator (5)	Spreadsheets (3)	3D Modelling (6)	Coding	Graphing (6)

Cycle B	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Key Stage 1	Introduction to PM (1)	Route Explorers (2)	The Internet (2)	Making Beats (1)	Creating and Following Instructions (1)	Technology Around Us (1)
Lower Key Stage 2	Touch Typing (3) Introduction to AI (4)	Animation (6)	Logo (4)	Branching Databases (3)	Coding	Micro:bits (3)
Upper Key Stage 2	Networks (6) Word Processing (5)	Databases (5)	Blogging (6)	Coding	Crumble (DT Project)	Micro:bits (4)

Term timings are approximate

Coding at Hamer

	1 st	2 nd	3 rd	4 th	5 th	6 th
Spring (Cycle B)						
Lower Key Stage 2	Using Flowcharts 3.1 L1	Using Timers 3.1 L2	Using Repeat 3.1 L3	Code, Test and Debug 3.1 L4	Design and Make an Interactive scene 3.1 L5+6	
Summer (Cycle B)						
Lower Key Stage 2	Design, Code, Test and Debug 4.1 L1	'if' statements 4.1 L2	Co-ordinates 4.1 L3	Repeat Until and 'if/else' statements 4.1 L4	Number Variables 4.1 L5	Making a Playable game 4.1 L6
Cycle A						
Upper Key Stage 2	Coding Efficiently 5.1 L1	Simulating a physical system 5.1 L2	Friction and Functions 5.1 L4	Introducing Strings 5.1 L5	Text variable and Concatenation 5.1 L6	User Input 6.1 L5
Cycle B						
Upper Key Stage 2	Designing and writing a more complex program 6.1 L1+2		Decomposition and Abstraction 5.1 L3	Using Functions 6.1 L3	Flowcharts and control simulations 6.1 L4	Text Adventure 6.1 L6

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