## Overview of units

Unit	Learning outcomes	Computing programme of study	Software	Hardware
<b>3.1</b> <b>We are programmers</b> Programming an animation	<ul> <li>Pupils learn to:</li> <li>plan and create an algorithm for an animated scene in the form of a storyboard</li> <li>write a program in Scratch to create the animation, including characters, dialogue, costumes, backdrops and sound</li> <li>review their animation programs and correct mistakes.</li> </ul>	<ul> <li>Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts.</li> <li>Use sequence in programs; work with variables and various forms of output.</li> <li>Use logical reasoning to detect and correct errors in algorithms and programs.</li> </ul>	Main: • Scratch <i>Alternatives:</i> • ScratchJr	<ul> <li>Laptop/desktop/ Chromebook computers or tablets</li> <li>Cameras and microphones (if needed)</li> </ul>
<b>3.2</b> <b>We are bug fixers</b> Finding and correcting bugs	<ul> <li>Pupils learn to:</li> <li>develop a number of strategies for finding errors in programs</li> <li>build up resilience and strategies for problem solving</li> <li>increase their knowledge and understanding of Scratch</li> <li>recognise a number of common types of bugs in software.</li> </ul>	<ul> <li>Debug programs that accomplish specific goals.</li> <li>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>	Main: Scratch Screen recorder software Alternatives: Snap!	<ul> <li>Laptop/desktop/ Chromebook computers or tablets</li> <li>Microphones (if needed)</li> </ul>
<b>3.3</b> <b>We are presenters</b> Videoing a presentation against a green screen	<ul> <li>Pupils learn to:</li> <li>develop their web-based research skills</li> <li>structure, prepare and deliver a talk about a given topic or subtopic studied in another curriculum area</li> <li>record a piece to camera</li> <li>edit a movie using static images and green screen footage</li> <li>give constructive, critical feedback on recorded presentations.</li> </ul>	<ul> <li>Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting information.</li> <li>Use technology safely, respectfully and responsibly.</li> </ul>	Main: Popplet iMovie Alternatives: Camera app Microsoft Photos Adobe Premiere Elements	<ul> <li>iPad</li> <li>Green screen background</li> <li>Tripod and iPad mount</li> </ul>

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3.4 We are who we are Creating presentations about ourselves	<ul> <li>Pupils learn to:</li> <li>create a number of structured presentations</li> <li>narrate presentations</li> <li>consider issues of trust and privacy when sharing information.</li> </ul>	<ul> <li>Select, use and combine a variety of software to design and create content that accomplishes given goals, including presenting information.</li> <li>Use technology safely, respectfully and responsibly.</li> </ul>	Main: Google Slides Screen recorder software Alternatives: Microsoft PowerPoint	Main: Laptop/desktop/ Chromebook computers Alternatives: iPads or Android tablets
<b>3.5</b> <b>We are co-authors</b> Producing a wiki	<ul> <li>Pupils learn to:</li> <li>understand the conventions for collaborative online work, particularly in wikis</li> <li>be aware of their responsibilities when editing other people's work</li> <li>become familiar with Wikipedia, including potential problems associated with its use</li> <li>practise research skills</li> <li>write for a target audience using a wiki tool</li> <li>develop collaboration skills</li> <li>develop proofreading skills.</li> </ul>	<ul> <li>Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.</li> <li>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content.</li> </ul>	<ul> <li>Google Sites</li> <li>Popplet</li> </ul>	Main: • Laptop/desktop computers <i>Alternatives:</i> • iPads • Chromebooks
3.6 We are opinion pollsters Collecting and analysing data	<ul> <li>Pupils learn to:</li> <li>understand some elements of survey design</li> <li>understand some ethical and legal aspects of online data collection</li> <li>use the Internet to facilitate data collection</li> <li>use charts to analyse data</li> <li>interpret results.</li> </ul>	<ul> <li>Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data.</li> <li>Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</li> </ul>	Main: Google Forms Google Sheets Google Slides Google Drive Alternatives: Microsoft equivalents j2vote, j2data and j2office	<ul> <li>Laptop/desktop/ Chromebook computers</li> <li>iPads or Android tablets (optional)</li> </ul>