Implementing the Teach Computing Curriculum

PDE2- Handout 1: Key Stage Requirement

Key Stage 1:

Requirements for pupils – below ✓ Used for the unit – reflected in screenshots ● Could be used as an alternative

	Desktop or laptop	Chromebook	Tablet	Software or hardware
1.1 Technology around us	✓	●	●	paintz.app
1.2 Digital painting	✓	●	●	Microsoft Paint or similar
1.3 Moving a robot				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
1.4 Grouping data	✓	●		Google Slides or Microsoft PowerPoint
1.5 Digital writing	✓	●	●	Google Docs or Microsoft Word
1.6 Programming animations	●	●	✓	ScratchJr
2.1 Information technology around us	✓	●		Google Slides or Microsoft PowerPoint
2.2 Digital photography	✓		●	Digital camera
2.3 Robot algorithms				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
2.4 Pictograms	✓	●	●	j2data Pictogram
2.5 Making music	✓	●	●	Chrome Music Lab
2.6 Programming quizzes	●	●	✓	ScratchJr

Lower Key Stage 2:

Requirements for pupils – below

	Desktop or laptop	Chromebook	Tablet	Software or hardware
3.1 Connecting computers	✓	●	●	Painting program (any)
3.2 Stop-frame animation	●	●	✓	iMotion (app for iOS)
3.3 Sequencing sounds	✓	●	●	Scratch
3.4 Branching databases	✓	●	●	j2data Branch and Pictogram
3.5 Desktop publishing	✓	●		Adobe Spark
3.6 Events and actions in programs	✓	●	●	Scratch
4.1 The internet	✓	●	●	Various websites
4.2 Audio editing	✓			Audacity
4.3 Repetition in shapes	✓	●	●	FMSLogo
4.4 Data logging	✓	✚	✚	Data logger
4.5 Photo editing	✓	●		Paint.NET (for Microsoft Windows)
4.6 Repetition in games	✓	●	●	Scratch

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative ✚ Data loggers that work with Chromebooks or tablets are available. Check with suppliers.

Upper Key Stage 2:

Requirements for pupils – below

	Desktop or laptop	Chromebook	Tablet	Software or hardware
5.1 Sharing information	✓	●		Google Slides
5.2 Video editing	✓	●	●	Microsoft Photos (for Microsoft Windows 10)
5.3 Selection in physical computing	✓	●		Crumble controller + starter kit + motor
5.4 Flat-file databases	✓	●	●	j2data Database
5.5 Vector drawing	✓	●		Google Drawings
5.6 Selection in quizzes	✓	●		Scratch
6.1 Internet communication	✓	●		
6.2 Webpage creation	✓	●		Google Sites
6.3 Variables in games	✓	●		Scratch
6.4 Introduction to spreadsheets	✓	●	●	Google Sheets or Microsoft Excel
6.5 3D modelling	✓	●	●	Tinkercad
6.6 Sensing	✓	●	●	micro:bit and Microsoft MakeCode

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative