Loyola Preparatory School

Curriculum Map (PP1 – Ruds)

LOYOLA Preparatory School
Ad Majorem Dei Gloriam

Subject: Computing

Term	Christmas		Lent		Whitsun	
PP1	Computing Systems and Networks – Technology around us Introduction to basic computer skills, including keyboard and mouse use.	Creating Media – Digital painting Students learn to create simple digital artwork using drawing tools.	Programming A – Moving a robot Students learn to create simple digital artwork using drawing tools.	Data and Information – Grouping data Learning to sort and group data as an introduction to data handling.	Creating Media – Digital writing Students use digital tools to create and edit text	Programming B – Programming animations Introduction to animations through basic programming concepts.
PP2	Computing Systems and Networks – IT around us Exploring IT's role in society and understanding responsible use.	Creating Media – Digital photography Learning photography basics and digital photo editing.	Programming A – Robot algorithms Developing simple algorithms to control a robot's actions.	Data and Information – Pictograms Using pictograms to represent and interpret data visually.	Creating Media – Digital music Creating digital music using sound tools and composition basics.	Programming B – Programming quizzes Students create simple quizzes using programming fundamentals.
PREP	Computing Systems and Networks – Connecting computers Introduction to basic networking concepts and computer connections.	Creating Media – Stop-frame animation Creating animations by sequencing images in stop-frame style.	Programming A – Sequence in music Using coding sequences to create patterns in music.	Data and Information – Branching databases Building and using databases to organize and retrieve information.	Creating Media – Desktop publishing Designing layouts and publishing content digitally.	Programming B – Events and actions Programming actions triggered by events in a digital setting.
ELEMENTS	Computing Systems and Networks – The internet Learning how the internet works and exploring online communication.	Creating Media – Audio production Introduction to audio editing and creating sound content.	Programming A – Repetition in shapes Using loops to create repeated patterns and shapes in programming.	Data and Information – Data logging Collecting, recording, and analysing data with digital tools.	Creating Media – Photo editing Advanced photo editing techniques to enhance digital images.	Programming B – Repetition in games Programming games using repetitive actions and loops.

Loyola Preparatory School Curriculum Map (PP1 – Ruds)

LOYOLA Preparatory School
Ad Majorem Dei Gloriam

FIGURES	Computing Systems and Networks – Sharing information Understanding information sharing through digital networks.	Creating Media – Vector drawing Learning to create images using vector graphics software.	Programming A – Selection in physical computing Programming conditional actions in physical computing devices.	Data and Information – Flat-file databases Using and creating flat-file databases for data organisation.	Creating Media – Video editing Introduction to video production and editing techniques.	Programming B – Selection in quizzes Creating quizzes using programming with conditional statements.
RUDIMENTS	Computing Systems and Networks – Communication Exploring digital communication methods and internet safety.	Creating Media – 3D Modelling Designing 3D models using digital tools for virtual spaces.	Programming A – Variables in games Using variables to create interactive features in games	Data and Information – Spreadsheets Learning to organize, analyse, and visualize data with spreadsheets.	Creating Media – Web page creation Designing and publishing simple web pages	Programming B – Sensing in physical computing Programming devices to respond to sensor inputs for interactive projects.