

## St Martin's School Computer Science Curriculum Overview 2016-2017

Term - Weeks	Term 1 7 weeks	Term 2 8 weeks	Term 3 6 weeks	Term 4 6 weeks	Term 5 6 weeks	Term 6 7 weeks
<b>Topic Question:</b>	Choose/Select...	Discuss...	Imagine...	Decide...	Justify...	Design/Devise...
<b>Trips/Visitors</b>			Police / E-safety advisor			Police / E-safety advisor
<b>Special Events</b>		Christmas	E-Safety Day	Easter	SATS	Transition End of year celebrations
<b>English</b>	<b>FICTION:</b> Traditional Tales Stories with familiar settings <b>NON-FICTION</b> Instructions/Explanations Information texts <b>POETRY</b> Creating Images	<b>FICTION:</b> Fantasy Stories Imaginative Stories <b>NON-FICTION</b> Biography Autobiography <b>POETRY:</b> Poetic form	<b>FICTION:</b> Myths & Legends Playscripts <b>NON-FICTION:</b> Recounts Non-chronological reports <b>POETRY:</b> Poems & Kennings Poems to perform	<b>FICTION:</b> Stories by the same author <b>NON-FICTION</b> Persuasive Writing Debating <b>POETRY:</b> Narrative Poems	<b>FICTION</b> Stories with humout Stories from other cultures <b>NON-FICTION</b> Chronological reports <b>POETRY:</b> Nonsense poems	<b>FICTION:</b> Fiction with an element of Fantasy <b>NON-FICTION:</b> Information texts <b>POETRY:</b> Learning poetry off by heart Odes and Insults
<b>Foundation</b>	All about us	All about us	Handa's surprise	Handa's surprise	Growing	Growing
<b>Year 1</b>	Toys	Toys	Let's find out and film	Let's find out and film	Shadows and stickmen	Shadows and stickmen
<b>Year 2</b>	Fix it and find it	Fix it and find it	Animal top trumps	Animal top trumps	Shapes and safety	Shapes and safety
<b>Year 3</b>	Bringing it to life	Bringing it to life	Games in a new world	Games in a new world	Move it sort it	Move it sort it
<b>Year 4</b>	Comics	Comics	Games and Information	Games and Information	Become a Games designer	Become a Games designer
<b>Year 5</b>	Sounds	Sounds	Shape and weather	Shape and weather	Find out and share	Find out and share

