



# John Bunyan Primary School & Nursery

## Computing Years 1 and 2

We use the 'Switch On' Scheme of work to support the delivery of Computing at John Bunyan Primary School & Nursery:

Year 1	Programming	We are treasure hunters (programming).
		We are TV chefs (computational thinking).
	Debug	We are collectors (computer networks).
	Prediction	We are painters (creativity).
	E-safety	We are storytellers (communication/collaboration).
		We are celebrating (productivity).
Year 2	Programming	We are astronauts (programming).
		We are game testers (computational thinking).
	Debug	We are researchers (computer networks).
	Prediction	We are photographers (creativity).
	E-safety	We are detectives (communication/collaboration).
		We are zoologists (productivity).



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### Computing Years 3 and 4

**We use the 'Switch On' Scheme of work to support the delivery of Computing at John Bunyan Primary School & Nursery:**

Year 3	Programming	We are presenters (programming).
	Internet	We are opinion pollsters (computational thinking).
	Find bugs and debug	We are communicators (computer networks).
	E-safety	We are programmers (programming).
	Use different Software	We are bug fixers (computational thinking).
		We are network engineers (computer networks).
Year 4	Programming	We are software developers (programming).
	Internet	We are toy designers (computational thinking).
	Find bugs and debug	We are HTML Editors (computer networks).
	E-safety	We are musicians (creativity).
	Use different Software	We are co-authors (communication/collaboration).
		We are meteorologists (productivity).



## Computing Years 5 and 6

**We use the 'Switch On' Scheme of work to support the delivery of Computing at John Bunyan Primary School & Nursery:**

Year 5	Programming	We are game developers (programming).
	Internet	We are web developers (computer networks).
	Find bugs and debug	We are cryptographers (computational thinking).
	E-safety	We are artists (creativity).
	Use different Software	We are bloggers (communication/collaboration).
		We are architects (productivity).
Year 6	Programming	We are adventure gamers (programming).
	Internet	We are computational thinkers (computational thinking).
	Find bugs and debug	We are network technicians (computer networks).
	E-safety	We are advertisers (creativity).
	Use different Software	We are publishers (communication/collaboration).
		We are travel writers (productivity).