

Computing Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	<p>Early Learning Goal: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. Support and extend the skills children develop as they become familiar with simple equipment, such as twisting or turning a knob. Draw young children’s attention to pieces of ICT apparatus they see or that they use with adult supervision. Complete a simple program on a computer. Use ICT hardware to interact with age-appropriate computer software.</p>					
Y1	Online safety Communicate online safely	Grouping and sorting Pictograms Handling data	Lego Builders Maze Explorers Coding (Lego builders)	Animated stories	Coding Understand and use algorithms. Write and test simple programs. Use logical reasoning to make predictions.	Coding Understand and use algorithms. Write and test simple programs. Use logical reasoning to make predictions.
Y2	Creating pictures Word processing Organise, store, retrieve and manipulate data Recognise uses of IT outside of school	Use logical reasoning to make predictions Questioning – To use a database to answer more complex questions.	Online safety Communicate online safely and respectfully	Isle of Tune - Making music	Coding – code.org	Effective searching
Y3	E-safety	Word Processing		Coding Coding.org programming units.	Databases.	Exploring and consolidating the language of coding.
Y4	Pivot Animator – Stop Motion animation	E-Safety	Scratch Programming Creating and programming mini games using Scratch.	Scratch Programming Creating and programming mini games using Scratch.		Data Handling

Y5	E Safety – Be discerning in evaluating digital content.	Text based Media	To design, write and debug programs	Scratch: Maze Game;		
Y6	E-Safety – laws related to posting/bullying online	iMovie: Multi-media	Green Screen: Multi-media	Coding Inputs and algorithms	Coding	Data Handling