



Computing Overview

	Autumn	Spring	Summer
EYFS	<p style="text-align: center;">Programming</p> <p style="text-align: center;"><i>Programme Code-a-pillar & Bee-Bots Children learn about directions. Experiment with programming a code-a-pillars and Bee-Bots.</i></p>	<p>E-Safety</p>	<p style="text-align: center;">Computer Discovery</p> <p style="text-align: center;"><i>Identify parts of a computer and how they help us. Understand computers needs to be repaired and parts can be dangerous Use a mouse to select and move objects.</i></p>
Year 1	<p>Mouse and keyboard skills</p> <p>Digital Art</p> <p><i>Use technology purposefully to create, organise and manipulate digital content.</i></p>	<p>3D design</p> <p>Text and images</p> <p>Comic creation</p> <p><i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i></p>	<p>Music creation</p> <p><i>Create a rhythm using a pattern of beats. Create digital sounds using patterns and shapes. Create a simple melody using patterns and adjust tempo.</i></p> <p>Introducing programming</p> <p><i>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs.</i></p>
Year 2	<p>Recognise uses of IT</p> <p><i>Recognise common uses of information technology beyond school.</i></p> <p>Digital Art</p> <p>Introduce data handling</p> <p><i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</i></p>	<p>E- book creation</p> <p><i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i></p> <p>Typing</p> <p>Internet research</p> <p><i>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</i></p>	<p>Develop Programming</p> <p>Programming – Hour of Code</p> <p><i>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.</i></p>
Year 3	<p>Comic Creation</p> <p>Digital Story Boards</p> <p>Digital Art</p> <p><i>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</i></p> <p>Coding – Scratch (Hour of Code)</p> <p><i>Design, write and debug programs that accomplish specific goal, including simulating physical systems. Use sequence and repetition in programs; work with various forms of input.</i></p>	<p>Music Creation</p> <p><i>Create content that accomplish given goals.</i></p> <p>Coding – Kodu</p> <p><i>Design, write and debug programs that accomplish specific goal. Use sequence and selection in programs; work with various forms of input.</i></p> <p>Typing</p>	<p>3D Design</p> <p>Document Editing and creation</p> <p>Infographics</p> <p><i>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</i></p> <p>Branching Databases</p> <p><i>Collect, classify and present data.</i></p>
Year 4	<p>Online Safety</p> <p>Inside a Computer</p>	<p>Animation</p> <p><i>Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</i></p>	<p>Data handling</p> <p><i>Collecting, analysing, evaluating and presenting data and information.</i></p> <p>Typing</p> <p>3D design</p>

	<p><i>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</i></p> <p>Programming in Scratch</p> <p><i>Design, write and debug programs that accomplish specific goals.</i></p> <p><i>Use sequence, selection, and repetition in programs; work with various forms of input and output.</i></p> <p><i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</i></p>	<p>Internet Research</p> <p><i>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</i></p>	<p><i>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</i></p>
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