

Computing Overview

	Autumn	Spring	Summer
<p>Reception</p> <p><i>EYFS Curriculum</i></p> <p><i>Expressive Arts & Design</i></p>	<p>Computing through continuous provision</p> <p>Computing systems and networks Using a computer</p>	<p>Programming 1 All about instructions</p> <p>Computing systems and networks Exploring hardware</p> <p>Online safety and internet safety week</p>	<p>Programming 2 Programming Bee-Bots</p> <p>Data Handling Introduction to data</p>
<p>Y1</p> <p><i>KS1 National Curriculum</i></p>	<p>Computing systems and networks Improving mouse skills</p> <p>Programming 1 Algorithms unplugged</p> <p>Online safety</p>	<p>Skills showcase Rocket to the moon</p> <p>Programming 2 Option 1:- Bee-Bots Option 2:- Virtual Bee-bots</p> <p>Online safety and internet safety week</p>	<p>Creating media Digital imagery</p> <p>Option 1: Google Option 2: Microsoft Office 365</p> <p>Online safety</p>
<p>Y2</p> <p><i>KS1 National Curriculum</i></p>	<p>Computer systems and networks 1 What is a computer?</p> <p>Programming 1 Algorithms and debugging</p> <p>Online safety</p>	<p>Computer systems and networks 2 Word processing</p> <p>Programming 2 Programming ScratchJR</p> <p>Online safety and internet safety week</p>	<p>Creating Media Stop motion</p> <p>Data handling International Space Station</p> <p>Online safety</p>
<p>Y3</p> <p><i>KS2 National Curriculum</i></p>	<p>Programming Programming Scratch</p> <p>Creating Media Option 2:- using iPads</p> <p>Online Safety</p>	<p>Computing systems and networks 1 Networks</p> <p>Computing systems and networks 2 Option 1: Google Option 2: Microsoft Office 365</p> <p>Internet safety week</p>	<p>Computing systems and networks 3 Journey inside a computer</p> <p>Data handling Comparison cards databases</p> <p>Option 1: Google Option 2: Microsoft Office 365</p> <p>Online Safety</p>
<p>Y4</p> <p><i>KS2 National Curriculum</i></p>	<p>Computing systems and networks Collaborative Learning Option 1: Google Option 2: Microsoft Office 365</p> <p>Programming 1 Further coding with scratch Option 1: Google Option 2: Microsoft Office 365</p> <p>Online Safety</p>	<p>Programming 2 Computational thinking</p> <p>Data handling Investigating weather</p> <p>Online Safety and Internet safety week</p>	<p>Creating media Website design Option 1: Google Option 2: Microsoft Office 365</p> <p>Skills showcase HTML</p> <p>Online Safety</p>
<p>Y5</p> <p><i>KS2 National Curriculum</i></p>	<p>Computing systems and networks Search engines</p> <p>Programming 1 Programming music Option 1: Sonic Pi</p>	<p>Data handling Mars Rover 1</p> <p>Programming 2 Micro:bit</p> <p>Online Safety and Internet</p>	<p>Creating media Stop motion animation</p> <p>Option 1: stop motion studio Option 2: using cameras</p> <p>Skills showcase</p>

	Option 2: Scratch	safety week	Mars Rover2
Y6 KS2 National Curriculum	Online safety Computing systems and networks Bletchley Park	Online Safety and Internet safety week Intro to Python	Data handling Big data

Computing is mapped against whole school themes to ensure progression and breadth of study

This is me; I have a voice!	Children will enjoy their learning and are engaged and inspired. Children will be naturally curious about the advancements in technology and how the world is changing around them. Computing can be used to express themselves in a unique way and can create a sense of friendship, community, and personal responsibility for the school.
A Citizen of the World	Computing and technology connects the world. Children will learn about the uses of computer science and networks through hands-on lessons, so they can develop their understanding. Children will know that computing and technology is all around them. They will be curious about the uses beyond just our homes and classrooms. Children will start to be advocates for creating a better internet and staying safe online, through classroom and whole school-based activities.
Heritage and Culture	In computing, children will learn that new technological developments can aid humans and the planet and they will be making comparisons to the past and how it has impacted on our world today.
Innovation, Inventions and Ideas	Children are encouraged to build their own computer science programs and algorithms to entertain. They are given opportunities to explore different inventions and then use this to inspire their own work. STEM week is a school approach that stimulates children's learning on how technology is used throughout the world.
Building our Sustainable World	To look into how technology is being used to make our world more sustainable, while also looking at how advancement in technology has had a negative effect to our planet.
Discovery, Health & Wellbeing*	How can technology be utilised to help improve our health and well-being? A school-wide celebration with technology and computing incorporated into how to promote a healthy lifestyle.