Computing Curriculum Overview

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Reception	**Computing systems and networks** Children will build on their understanding of technology around then and learn the vocabulary for technology they interact with looking closely at the parts of a computer and what they are used for.	**Creating media** **Winter Warmers - scarves for snowmen** Children will use creative, pattern making and logic skills to make patterned scarves for snowmen using a range of creative devices.	**Programming** **BeeBots** Children will give and follow instructions to navigate BeeBots around maps developing an early understanding of algorithms.	**Programming** **Making Easter Baskets** Children will follow instructions for how to make Easter baskets and will develop an understanding of the importance of following instructions in order.	**Computational thinking** **Springtime** Children will learn creating and collaborating skills and follow instructions. **Busy Bodies** Children will discover how bodies move creating simple algorithms of movements.	**Data and information** **Graphs** Children will collect data and create simple pictograms and block graphs. They will then work in groups to create digital graphs.
	Environment	The classroom will have technology available in the environment on rotation. The children have regular access to a range of technological items such as Chromebooks, iPads, keyboards, computer mice, speakers etc. They will also be able to interact with mechanical devices such as egg whisk, torch, other household implements, pulleys, construction kits etc.					
	CIL	Children will have regular opportunities to engage with technology throughout child initiated learning time and will have access on rotation to resources. They will have digital writing and drawing opportunities, they can engage with simple programs and they can record media using technology to take pictures and videos.					
Year 1		**Computing systems and networks** **Technology around us** Recognising technology in school and using it responsibly.	**Creating media** **Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Data and information** **Grouping data** Exploring object labels, then using them to sort and group objects by properties.	**Programming** **Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.		
Year 2 and 3		**Computing systems and networks** **Connecting computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Data and information** **Branching databases** Building and using branching databases to group objects using yes/no questions.	**Programming** **Sequencing sounds** Creating sequences in a block-based programming language to make music.	**Creating media** **Desktop publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.		

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Year 4	**Computing systems and networks** **The internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Programming** **Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Data and information** **Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Creating media** **Photo editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	
Year 5	**Computing systems and networks** **Sharing information** Identifying and exploring how information is shared between digital systems.	**Creating media** **Vector drawing** Creating images in a drawing program by using layers and groups of objects.	**Data and information** **Flat-file databases** Using a database to order data and create charts to answer questions.	**Programming** **Selection in quizzes** Exploring selection in programming to design and code an interactive quiz.	
Year 6	**Computing systems and networks** **Internet communication** Recognising how the WWW can be used to communicate and be searched to find information.	**Creating media** **Webpage creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	**Programming** **Variables in games** Exploring variables when designing and coding a game.	**Data and information** **Introduction to spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**Creating media** **3D modelling** Planning, developing, and evaluating 3D computer models of physical objects. *Linking to end of year projects*