

Computing Overview 2020-2021



	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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Autumn I	Exploration technology - Programming Toys e.g. Beebots	Giving Instructions as to how to operate a computer <i>Using the internet safety SMART rules</i>	Online Safety - possible dangers e.g. virus Coding/Algorithms	E safety -strong password Phishing emails Privacy settings	E-safety - cyberbullying	E - Safety - plagiarism, copyright	E-safety - identifying how a website is secure Stereotypes
Autumn II	Observing technology	<i>Using the internet safety Web browser</i>	iMovie - Book trailer Computer Art	<i>Scratch programming animation - algorithms</i>	Information Technology Research Excel	<i>Programming - Design a Game</i> Logical reasoning and language of coding	Information Technology Presentations Excel - Art graphics Audio and sound
Spring I	Find out about people using technology	<i>Using the internet safety Computer skills</i>	Emailing - Polar stations Blog	<i>Communication and collaboration (other cities geography link?)</i> <i>Presentations skills - hyperlinks, bookmarks</i>	Digital Literacy <i>Word Processing</i>	<i>Programming - Design a Game</i> Scratch, Blockly, Python	Digital Literacy Word processing Databases
Spring II	Finding out about places using technology	<i>e-mail and Word processing skills</i> <i>Using the internet safety</i>	Coding: Bee Bots Scratch Jr - debugging	Logo - commands	Computer Science Animation e.g. stop motion animation	<i>Multimedia- Presenting and creating digital content</i> Non - linear presentations Blogging	E-safety Digital citizens Respect
Summer I	Finding out about our environment using technology	Beebots & Geography (Computer science) <i>Scratch Jr</i> <i>Create and save</i>	Researching Internet Skills - search engines	Multimedia and Word processing (invite to exhibition)	Computer Science <i>Programming - loops, variables, algorithms</i>	<i>Multimedia - Presenting and creating digital content</i> Audio and sound - podcast	Coding and Programming Broadcast and receive blocks
Summer II	Using technology to make sense of the physical world	Making a movie using ipads, photos Painting	Researching Internet Skills - Presentation skills	Data - digital footprint, databases Digital imagery - for transitions	E-safety - plagiarism Digital citizen	<i>Multimedia - Online search</i> Webpages/advanced searching <i>Digital Literacy - E-awareness</i>	Movies E-safety - copyright Digital Footprints