<u>Computing Overview</u> 2023 - 2024



	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn I	Exploration technology - Programming Toys e.g. Beebots	Giving Instructions as to how to operate a computer Using the internet safety SMART rules	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	Information Technology Creating media - Digital painting	Information Technology Creating media - Digital photography	Information Technology Creating Media - Desktop publishing	Information Technology Creating Media - Photo editing	Information Technology Introduction to vector graphics	Information Technology Creating Media 3D Modelling
Spring I	Find out about people using technology	Information and Technolgy Creating media - Digital writing	Information and Technolgy Creating media - Digital music	Information and Technolgy Creating Media - Stopframe animation	Information and Technolgy Creating Media - Audio production	Information and Technolgy Creating Media - Video production	Information and Technolgy Creating media - Webpage creation
Spring II	Finding out about places using technology	Digital Literacy Handling Data - Grouping	Digital Literacy Handling Data - Pictograms	Digital Literacy Handling Data -Branching databases	Digital Literacy Handling Data -Data logging	Digital Literacy Handling Data - Flat - File databases	Digital Literacy Handling Data - Introduction to spreadsheets
Summer I	Finding out about our environment using technology	Digital Literacy Technolgy in our lives - Technology around us	Digital Literacy Technolgy in our lives - Information technology around us	Digital Literacy Technolgy in our lives - Connecting computers	Digital Literacy Technolgy in our lives – Connecting computers – The Internet	Digital Literacy Technolgy in our lives - Systems and searching	Digital Literacy Technolgy in our lives – Communication and collaboration
Summer II	Using technology to make sense of the physical world	Computer Science Coding and Programming - Moving a Robot	Computer Science Coding and Programming - Robot Algorithms	Computer Science Coding and Programming - Sequencing sounds	Computer Science Coding and Programming - Repitition in shapes	Computer Science Coding and Programming - Selection in Physical Computing	Computer Science Coding and Programming - Variables in games