



Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<i>Including one additional Online Safety unit lesson per half term.</i>					
EYFS	In EYFS, Computing knowledge and skills are taught through the focus areas: understanding of the world; expressive arts and design; literacy (stories and texts with technological themes); and maths (logical thinking, patterns and sequencing).					
Year 1	Computing Systems and networks 1: Improving mouse skills	Programming 1: Commands unplugged	Skills Showcase: Rocket to the moon	Programming 2: Bee-Bots	Creating Media: Digital imagery	Data Handling: Introduction to data
Year 2	Computing Systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing Systems and Networks 2: Word processing	Programming 2: Scratch Jnr	Creating Media: Stop Motion - Using tablets	Data Handling: International Space Station
Year 3	Computing Systems and networks 1: Networks	Programming: Scratch	Computing systems and networks 2: Emailing	Computing Systems and Networks 3: Journey inside a computer	Creating Media: Video Trailers - Using iPads	Data Handling: Comparison cards databases
Year 4	Computing Systems and networks: Collaborative learning	Programming 1: Further coding with Scratch	Creating Media: Website design	Skills Showcase: HTML	Computational Thinking	Data Handling: Investigating weather
Year 5	Computing Systems and networks: Search engines	Programming 1: Music	Data Handling: Mars Rover 1	Programming 2: BBC micro:bit	Creating Media: Stop motion animation	Skills Showcase: Mars Rover 2
Year 6	Computing Systems and Networks: Bletchley Park and the history of computers	Computing Systems and Networks: Exploring AI	Data Handling: Big data 1	Programming: Introduction to Python	Data Handling 2: Big Data 2	Skills Showcase: Inventing a product