

Computing Overview

EYFS	<ul style="list-style-type: none"> Developing physical/fine motor skills (using mouse, keyboard etc). Explore how things work. To understand how computing affects are health and wellbeing (e.g., sensible amounts of screen time). To understand rules and how to behave when using computers Using usernames and passwords to log on to a computer. Using iPad to video themselves. Using cameras to photograph their environments and each other. Using images, video clips, shared texts and other resources to bring the wider world into the classroom. 					
	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information - Pictograms	Creating media – Digital music	Programming B – Programming quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing systems and networks – The Internet	Creating media – Audio production	Programming A – Repetition in shapes	Data and information –Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Systems and searching	Creating media – Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B – Sensing movement