

Computing LT Overview EYFS and KS1



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R	<u>Through continuous provision and adult led activities in accordance with ELG</u>					
Year 1	Computer 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
Project Evolve focus	Self Image and Identity	Online Relationships	Online Reputation	Online Bullying	Managing Online Information	Health, Wellbeing, and Lifestyle
Software/equipment	Chromebook	Paintz.app Chromebook	BeeBot Online iPad	Non-technology unit	Google docs Chromebook	Scratch Junior iPad
Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Project Evolve focus	Self Image and identity	Online relationships	Online reputation	Online bullying	Managing Online Information	Privacy and security
Software/equipment	Google Slides Chromebook	iPad	BeeBot Online iPad	J2e data Chromebook	Google Docs Chromebook	Scratch Junior iPad

Computing LT Overview Year 3 and 4



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Computing Systems and Networks – Connecting Computers	Creating Media – Stop-Frame Animation	Programming A – Sequencing Sounds	Creating Media – Desktop Publishing	Programming B – Events and Actions in Programs	Data and Information - Branching Databases
Project Evolve focus	Self image and identity	Online relationships	Online reputation	Online bullying	Managing online information	Copyright and ownership
Software/equipment	Access to school server (Stockroom) Chromebook iPad	iMotion app iPad	Scratch Chromebook	Canva (parental consent required) iPad	Scratch Chromebook	J2data Chromebook
Year 4	Computing Systems and Networks – The Internet	Programming A – Repetition in shapes	Creating media - Audio production (adapted unit using AudioMass for chromebooks)	Data and information – Data logging (adapted unit using Arduino science journal app)	Creating media – Photo editing (adapted unit using PhotoPea)	Programming B – Repetition in games
Project Evolve focus	Self image and identity	Online relationships	Online reputation	Online bullying	Health and wellbeing	Privacy and security
Software/equipment	Chrome Music Lab iPad	Online Logo Chromebook	AudioMass - Audio Editor Chromebook	Arduino science journal app iPad	PhotoPea iPad	Scratch Chromebook

Computing LT Overview Year 5 and 6



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	Computing systems and networks Systems and searching	Programming A Selection in physical computing (adapted unit using Scratch to emulate Crumble)	Creating Media Introduction to vector graphics	Data and information Flat-file databases	Programming B Selection in quizzes	Creating Media Video production
Project Evolve focus	Self image and identity	Online relationships	Online reputation	Managing online relationships	Health and wellbeing	Copyright and ownership
Software/equipment	Access to internet search engine iPad/Chromebook	Scratch Chromebook	Scratch Chromebook	J2e Data Chromebook	Scratch Chromebook	iMovie iPad
Year 6	Computing systems and networks Communication and collaboration	Creating media Webpage creation	Creating Media 6.5 3D modelling	Programming A 6.3 Variables in games	Programming B 6.6 Sensing Movement (adapted unit using Scratch to emulate Micro Bits)	Data and information 6.5 Introduction to spreadsheets.
Project Evolve focus	Self image and identity	Online relationships	Online reputation	Managing online relationships	Health and wellbeing	Privacy and security
Software/equipment	Google Slides Chromebook	Google Sites Chromebook	CAD Chromebook	Scratch Chromebook	Scratch Chromebook	Google Sheets Chromebook