

Curriculum Subject Overviews Computing



Computing systems and networks

Identifying hardware and using software, while exploring how computers communicate and connect to one another.

Programming

Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks.

Creating media

Learning how to use various devices — record, capture and edit content such as videos, music, pictures and photographs.

Data handling

Ensuring that information is collected, recorded, stored, presented and analysed in a manner that is useful and can help to solve problems.

Online safety

Understanding the benefits and risks of being online — how to remain safe, keep personal information secure and recognising when to seek help in difficult situations.

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Reception	Computing is used to enhance the EYFS throughout the year. Opportunities are: using the computer to create art, photography, bee bots (floor turtle), using the interactive smart board, using calculators					
Year1	Improving Mouse Skills	Algorithms unplugged	Digital imagary	Bee-bots	Online safety	
Year 2	What is a computer?	Algorithms and debugging	International Space Station	Scratch Jr	Online safety	
Year 3	Networks and the internet	Journey inside a computer	Video trailers	Scratch	Online safety	Revisit skills which require more development
Year 4	Collaborative learning	Coding with scratch	Investigating weather	Computational Thinking	Online safety	
Year 5	Search engines	Mars Rover 1	Stop Motion Animation	Programming music	Online safety	
Year 6	Bletchley Park	Big Data 1	History of computers	Python	Online safety	