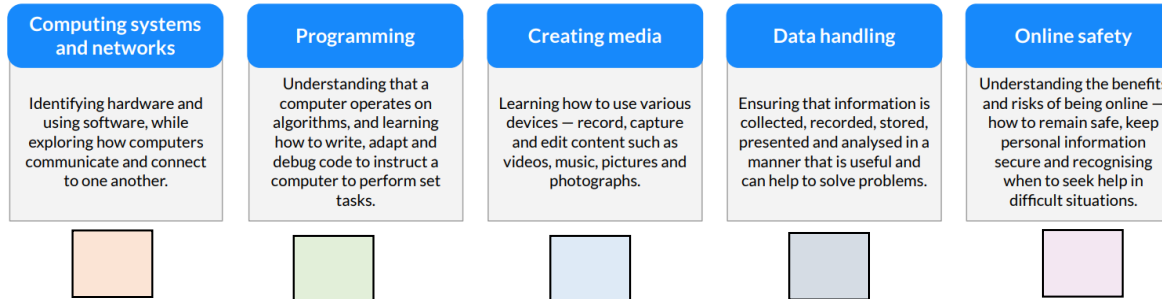




## Curriculum Subject Overviews Computing



Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS Reception</b>	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					Revisit skills which require more development
<b>Year 1</b>	Improving Mouse Skills	Algorithms unplugged	Digital imagery	Bee-bots	Online safety	
<b>Year 2</b>	What is a computer?	Algorithms and debugging	International Space Station	Scratch Jr	Online safety	
<b>Year 3</b>	Networks and the internet	Journey inside a computer	Video trailers	Scratch	Online safety	
<b>Year 4</b>	Collaborative learning	Coding with scratch	Investigating weather	Computational Thinking	Online safety	
<b>Year 5</b>	Search engines	Mars Rover 1	Stop Motion Animation	Programming music	Online safety	
<b>Year 6</b>	Bletchley Park	Big Data 1	History of computers	Python	Online safety	