



Whole school overview: Computing

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Topic: E-safety Main Theme: Speaking with an adult and sharing if worried about something.	Topic: Multimedia and Word processing Main Theme: Move and create shapes on screen.	Topic: Digital media Main Theme: Sound and pictures, exploring a range of devices.		Topic: Programming Main Theme: Bee Bots. Make choices about buttons to move the floor robot.	Topic: Data Main Theme: Different types of information
Year 1	Topic: Computing Systems and Networks Main Theme: <u>Technology around us</u> – recognising technology in school and using it responsibly.	Topic: Creating Media Main Theme: <u>Digital painting</u> - choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	Topic: Programming A Main Theme: <u>Moving a robot</u> - writing short algorithms and programs for floor robots and predicting program outcomes.	Topic: Data and Information Main Theme: <u>Grouping data</u> - exploring object labels, then using them to sort and group objects by properties.	Topic: Creating Media Main Theme: <u>Digital writing</u> - Using a computer to create and format text, before comparing to writing non-digitally	Topic: Programming B Main Theme: <u>Programming animations</u> - designing and programming the movement of a character on screen to tell stories.
Year 2	Topic: Computing Systems and Networks Main Theme: <u>Information technology around us</u> – identifying IT and how its responsible use improves our world in school and beyond.	Topic: Creating Media Main Theme: <u>Digital photography</u> – capturing and changing digital photographs for different purposes.	Topic: Programming A Main Theme: <u>Robot algorithms</u> - creating and debugging programs, and using logical reasoning to make predictions.	Topic: Data and Information Main Theme: <u>Pictograms</u> - collecting data in tally charts and using attributes to organise and present data on a computer.	Topic: Creating Media Main Theme: <u>Making music</u> - Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Topic: Programming B Main Theme: <u>Programming quizzes</u> - designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	Topic: Computing Systems and Networks Main Theme: <u>Connecting computers</u> - Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Topic: Creating Media Main Theme: <u>Stop frame animation</u> - Capturing and editing digital still images to produce a stop-frame animation that tells a story	Topic: Creating Media Main Theme: <u>Desktop publishing</u> -Creating documents by modifying text, images, and page layouts for a specified purpose.	Topic: Data and Information Main Theme: <u>Branching databases</u> - Building and using branching databases to group objects using yes/no questions.	Topic: Programming A Main Theme: <u>Sequencing sounds</u> - Creating sequences in a block-based programming language to make music.	Topic: Programming B Main Theme: <u>Events and actions in programs</u> - Writing algorithms and programs that use a range of events to trigger sequences of actions.

Year 4	Topic: Computing Systems and Networks Main Theme: <u>The internet</u> - Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Topic: Creating Media Main Theme: <u>Audio editing</u> - Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Topic: Programming A Main Theme: <u>Repetition in shapes</u> -Using a text-based programming language to explore count-controlled loops when drawing shapes.	Topic: Data and Information Main Theme: <u>Data logging</u> - Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Topic: Creating Media Main Theme: <u>Photo editing</u> - Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled	Topic: Programming B Main Theme: <u>Repetition in games</u> - Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
	Topic: Computing Systems and Networks Main Theme: <u>Sharing information</u> - Identifying and exploring how information is shared between digital systems.	Topic: Creating Media Main Theme: <u>Vector drawing</u> - Creating images in a drawing program by using layers and groups of objects.	Topic: Creating Media Main Theme: <u>Video editing</u> - Planning, capturing, and editing video to produce a short film	Topic: Data and Information Main Theme: <u>Flat-file databases</u> - Using a database to order data and create charts to answer questions	Topic: Programming A Main Theme: <u>Selection in physical computing</u> - Exploring conditions and selection using a programmable microcontroller.	Topic: Programming B Main Theme: <u>Selection in quizzes</u> - Exploring selection in programming to design and code an interactive quiz.
	Topic: Computing Systems and Networks Main Theme: <u>Internet communication</u> - Recognising how the WWW can be used to communicate and be searched to find information.	Topic: Creating Media Main Theme: <u>3D modelling</u> - Planning, developing, and evaluating 3D computer models of physical objects.	Topic: Creating Media Main Theme: <u>Webpage creation</u> - Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Topic: Data and Information Main Theme: <u>Introduction to spreadsheets</u> - Answering questions by using spreadsheets to organise and calculate data.	Topic: Programming A Main Theme: <u>Variables in games</u> - Exploring variables when designing and coding a game.	Topic: Programming B Main Theme: <u>Sensing</u> - Designing and coding a project that captures inputs from a physical device.