

Computing Subject Overview 2021 2022

	Autumn1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
EYFS: How do the EYFS developmental strands link to the computing curriculum?	The statutory framework for EYFS (DfE, 2021) defines the characteristics of effective teaching and learning as: • playing and exploring – children investigate and experience things, and 'have a go' • active learning – children concentrate and keep on trying if they encounter difficulties, and enjoy achievements • creating and thinking critically – children have and develop their own ideas, make links between ideas, and develop strategies for doing things. The use of technology and computing related activities provides beneficial links to these characteristics, in addition to links which can be made across all prime and specific areas of learning. Such learning opportunities also promote children's curiosity and their 'understanding of our culturally, socially, technologically and ecologically diverse world' (Development Matters – DfE, 2021).								
	Three and Four-Year- Olds	Personal, Soci Development	al and Emotional		 Remember rules without needing an adult to remind them. 				
		Physical Deve	lopment		 Match their developing physical skills to tasks and activities in the setting. 				
		Understanding	g the World	• Explore	Explore how things work.				
	Reception	Personal, Soci Development	al and Emotional		 Show resilience and perseverance in the face of a challenge. 				
				that su wellbe	and talk about the diff pport their overall hed ing: amounts of 'screen	alth and			
		Physical Deve	lopment	• Develo	op their small motor ski ange of mpetently, safely and	lls so that they can			
		Expressive Arts	and Design	Explore effects	e, use and refine a vari to express as and feelings.	·			

	ELG	Personal, Social and Emotional Development Expressive Arts and Design		Managing Self Creating with Materials		Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.		
Year 1	Developing our mouse skills. Logging on and off the computers. Using 2paint to create pictures of our favourite toys. Online Safety	We are rhythmic Creating sound patterns in ScratchJr and GarageBand Online Safety We are kind and thoughtful.	We are digital artists Using '2Publish' to create our own digital artwork inspired by famous artists.			talking E- ased on wn fairy	We are TV chefs Creating our own cooking show using the iPads. Online Safety We are responsible internet and device users.	We are treasure hunters. (CS Coding) Programming and debugging Bee Bots. Online Safety We are responsible gamers.
Year 2	Online Safety We are year 2 rule	We are game testers Exploring how computer games work Online Safety We are not online bullies	photo Take pho Onl We	We are ographers - e and edit otographs ine Safety e are safe earchers	resect Research Sir Cre Powe Online We ar	e are archers th on safe tes; ate a erPoint. e Safety re code asters	We are animators plan, film and add audio to a short 'stop- motion' animation Online Safety We are online behaviour masters	We are zoologists Using 'Excel' to create a bar chart - data about bugs Online Safety We are game raters

Year 3			We are presenters			
	We are programmers Using Scratch to create animations Online Safety We are year 3 rule writers	We are bug fixers Using Scratch and unplugged activities to debug code Online Safety We are digital friends	Using iMovie to create a presentation. Source images online to illustrate presentation and film it against a green screen background. Online Safety We are internet detectives	We are who we are Using PowerPoint to create a presentation. Online Safety We are aware of our digital footprint	We are co-authors Using Google docs to create a collaborative document. Online Safety We are netiquette experts	We are opinion pollsters Using G-suite to create an online opinion poll, seek responses and then analyse the results. Online Safety We are avatar creators
Year 4	We are software developers Using Scratch to design a maths game Online Safety We are rule writers	We are meteorologists Using a data package such as Excel to input data, create charts and analyse data. Online Safety We are standing up to peer pressure	We are makers Using Crumble, to program and to debug. Online Safety- We are aware that our online content lasts forever	We are bloggers Using Wordpress to create a sequence of blogs and to develop a critical view of media. Online Safety We are online risk managers	We are musicians Using Garage Band create repeating rhythms. Online Safety We are respectful of digital rights and responsibilities	We are artists Using Inkscape or Scratch to create pieces of tessellating art. Online Safety We are careful when talking to virtual friends
Year 5	We are cryptographers Learning how to decipher codes and create strong passwords Online Safety We are Year 5 rule writers	We are game developers Developing an interactive game using scratch Online Safety We are responsible for our online actions	We are architects Using 'Sketch Up' to extend drawing skills to create 3D models. Online Safety We are content evaluators	We are adventure gamers Making an interactive, non- linear, text-based adventure game Online Safety We are protecting our online reputation	We are web developers Working collaboratively to create a website on the solar system Online Safety We are respectful of copyright	We are touch typists Experimenting with virtual and augmented reality using software. Online Safety We are game changers

Year 6	Computational Thinkers Developing an understanding of some important algorithms	We are publishers Sourcing, writing, editing and combining images and text from a range of sources	We are connected Using a blogging platform to explore issues related to social	We are AI developers Learning about different aspects of artificial intelligence including machine learning.	We are advertisers Creating a short television advert	Transition Unit Preparations for being responsible users of technology at secondary school.
	Online Safety We are online safety ambassadors	Online Safety We will not share inappropriate images	media. Online Safety We are safe social networkers	Online Safety We are respectful of others	Online Safety We are online safety problem solvers	Online Safety We are safe gaming experts