



Computing Curriculum Overview

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<u>E-safety</u> Hector's World Smartie the penguin Penguin pig <u>Computer Discovery</u> Role play activities	<u>E-safety</u> Hectors world Chicken clicking Troll stinks (book) <u>Mouse and Keyboard skills</u> Click and drag games and puzzles	<u>E-safety</u> Lee and Kim Jesse and friends <u>Recognise uses of IT</u> Computer hunt Computer spotter Find the technology	<u>E-safety</u> Band runner episodes 1-3 with games <u>Computer keypad and touch typing</u> Develop touch typing skills	<u>E-safety</u> Kindness Kingdom <u>3D design</u> Build a village Lego modelling	<u>E-safety</u> Mindful Mountain <u>Computer keypad and touch typing</u> Develop touch typing skills	<u>E-safety</u> But it's just a game HTML Heroes <u>Virtual Reality</u> Exploring virtual spaces
Autumn 2	<u>Digital Art and design</u> Jackson Pollock Dress up Design a tree house Create a melody	<u>Digital Art</u> Cartoon and computer game mosaics <u>Introducing programming</u> Program the wolf Program the robot Bee-Bots Code blocks	<u>Digital Art</u> Mondrian Artwork <u>Programming with Scratch Jr</u> Simple animation using movement, text and audio outputs with code blocks.	<u>Document creation</u> Microsoft software Copy and paste Find and replace Format text appearance <u>Digital Art</u> Landscape reflections Wrapping paper designs	<u>Ebook creation</u> Book reviews with audio and hyperlinks	<u>App Design</u> Design apps in keynotes, power point and google slides	<u>Image Editing</u> Crop, and edit photos: Resize Rotate Brighten Sharpen
Spring 1	<u>Early Digital Music</u> Instruments and sounds Rhythm and rhyme	<u>3D Design</u> Design : an animal shelter treehouse robot	<u>Introduction to animation</u> ABCya animation Puppet pals	<u>3D design</u> 3D space grids and furniture building	<u>Data Handling</u> Spreadsheets and multiplication game creation	<u>Ebook creation</u> Create an ebook with embedded maps and youtube videos.	<u>Programming</u> Create text based programs in python <u>Machine learning and artificial intelligence</u> Quick draw AI piano
Spring 2	<u>Mouse and Keyboard skills</u> Mouse and track pad Dot-to-dot	<u>Text and images</u> Where's Wally Labelling images Using word banks	<u>Develop programming</u> Program a van using code blocks and loops	<u>Kodu programming</u> Program a football game and river race.	<u>Internet research</u> Minibeasts fake news	<u>Text based programming</u> Develop coding using codemonkey	<u>Binary code</u> Binary Bonanza <u>Computers past present and future</u> Research the development of technology and predict where it will take us.
Summer 1	<u>Digital Literacy and Numeracy</u> Number phonics and reading activities	<u>Comic Creation</u> Backgrounds, characters and speech bubbles	<u>Ebook creation</u> Create a 'writereader' ebook <u>Internet research</u> Research significant people in Y1 and Y2 History topics	<u>Music Creation</u> Scales, chords, melodies, rhythm and tempo	<u>Scratch programming</u> Scratch racing rocking and debugging	<u>Music Creation</u> Multitracking and layering using Beebox.	<u>Website design</u> Create a website through Weebly
Summer 2	<u>Early programming</u> Code-a-pillar <u>Digital photos and videos</u> Do ink green screen activities	<u>Music Creation</u> Creating music phrases and melodies and	<u>Introduction to handling data</u> Junior infant tools activities	<u>Branching Databases</u> Junior Infant Tools Branch. Animal databases	<u>Video editing</u> Imovie and adobe spark movie editing	<u>Data handling</u> Pixel Art in Excel, numbers and sheets Tour De France in Excel, numbers and sheets	<u>Website design</u> Create a website through Weebly



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