

# AREA OF LEARNING: COMPUTING

## Computing | 7 Year Overview

	Autumn Term 1	Autumn Term 2	Spring Term		Summer Term 1	Summer Term 2
<b>EYFS</b>	<b>1 – We have Confidence</b> Taking Photographs and Video <b>2 – We take Turns</b> Getting Familiar with iPad Apps	<b>4 – We have Feelings</b> Taking and Sharing Photographs <b>6 – We are DJs</b> Controlling Music Playback	<b>7 – We can Exercise</b> Using Timers <b>8 – We are Healthy</b> Searching for Images	<b>12 – We are Talkers</b> Recording Stories <b>13 – We are Digital Readers</b> Looking at eBooks	<b>16 – We can Count</b> Using programmable toys <b>18 – We are Shape Makers</b> Creating Shape Pictures	<b>19 – We are Community Members</b> Starting to Type <b>24 – We are Film Producers</b> Filming Stories
<b>Year 1</b>	<b>1.1 We are Treasure Hunters</b> Programming Robotic Toys	<b>1.2 We are TV Chefs</b> Filming Food Preparation	<b>1.3 We Are Illustrators</b> Retelling a Story with our own Illustrations		<b>1.5 We Are Rhythmic</b> Creating a Sound Player	<b>2.1 We Are Astronauts</b> Introduction to Scratch Junior on iPads
<b>Year 2</b>	<b>2.2 We Are Games Testers</b> Exploring How Games Work	<b>2.1 We are Astronauts</b> Programming a Simple Game	<b>2.5 We are Animators</b> Creating a Stop Motion Animation		<b>2.6 We are Zoologists</b> Photograph and Collect Data about Bugs	<b>2.4 We Are Researchers</b> Creating a Presentation to Share
<b>Year 3</b>	<b>3.1 We Are Programmers</b> Creating a History Animation	<b>3.4 We Are Network Engineers</b> Exploring Computer Networks and the Internet	<b>3.6 We Are Opinion Pollsters</b> Collecting and Analysing Data		<b>WeDo Lego 2.0</b> Building and Programming a Snail, Fan and Satellite	<b>3.3 We Are Presenters</b> Filming News Report Videos
<b>Year 4</b>	<b>4.1 We Are Software Developers</b> Creating an Educational Game	<b>4.5 We Are Artists</b> Creating Geometric Digital	<b>4.6 We Are Meteorologists</b> Presenting the Weather Forecast		<b>4.3 We Are Musicians</b> Composing Music in Garage Band Art	<b>WeDo Lego 2.0</b> Building and Programming Milo the Robot
<b>Year 5</b>	<b>5.1 We Are Game Developers</b> Creating More Complex Games	<b>WeDo Lego 2.0</b> Building and Programming Robots with Pulling Forces	<b>REVISIT 2.3 Photography</b> Taking Photographs and Image Editing in Pixlr		<b>5.5 We are Adventure Gamers</b> Creating an Interactive Story Game	<b>5.4 We Are Web Developers</b> Creating a Website
<b>Year 6</b>	<b>6.2 Computational Thinkers</b> Solving Maths Problems with Algorithms	<b>6.5 We Are Advertisers</b> Creating an Advert	<b>WeDo Lego 2.0</b> Programming Race Cars and Analysing their Performance		<b>Swift Playgrounds Learn to Code</b> Writing Code	<b>Microbits as Controllers</b> Programming a Game and Controller

