

Computing Curriculum Overview

Refreshed & Refined Scheme

	Autumn	Spring	Summer
Reception Progression to/links with Computing	Talk about self - use images Recognise technology Explore technology in everyday life	Retell and organise ideas Safe technology use Begin to understand online safety. Safer Internet Day	Record observations Simple data Maps, journeys Technology in everyday life Following and creating simple sequences of instructions.
Year 1	Introduction to Purple Mash Creative Computing Data Explorers	Creating & Following Instructions Animated Stories	Coding Technology Around Us Making Beats
Year 2	Route Explorers The Internet Creating Pictures	Spreadsheets Questioning	Coding Presenting Ideas Making Music
Year 3	Email Route Planners Branching Databases	Branching Databases (continue) Spreadsheets	Coding Presentations Touch Typing
Year 4	Unpacking Hardware & Software Animation Logo	Sound Stories Effective Searching	Coding Composing Beats Introduction to AI
Year 5	Quizzing Databases Game Creator	Spreadsheets Coding	Coding (continue) Word Processing Concept Maps
Year 6	Networks Graphing Blogging	Data Detectives Coding	Introduction to Python Spreadsheets 3D Modelling
Online Safety 2BeSafe	 Self-Image and Identity  Online Relationships  Online Reputation  Online Bullying  Managing Information Online  Health, Well-being and Lifestyle  Privacy and Security  Copyright and Ownership 2BeSafe is an online safety scheme of work, published by 2Simple, to meet the guidance set out within the Department for Education's - Education for a Connected World. The Education for a Connected World framework outlines eight key areas which seek to equip children and young people for digital life and the digital world.		