Computing Overview

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Weeks	7	7	5	5	6	8
Reception Computational Thinking: Unplugged approach	Pattern: Grouping and naming - Using the classroom environment eg through Shadow labels (link Mathematics) Pattern: Sorting and sequencing (link Mathematics)	Abstraction: Retelling events using prompts (link Geography - Autumn walk)	Tinkering: What do we do to make things move (link: Science) Digital photography: Using Ipads to capture images (link Writing) Persevering: noticing when we do not give up (link PSED) Decomposition: Breaking things down into simple steps (link DT) Making: Making things, checking and fixing things (link DT) Pattern: Grouping (Mathematics)	Collaboration: Working together (link PSED) Algorithms: Sequencing and pattern, working out new ways to do things (link Maths) Abstraction: Creating maps (link Geography)	Decomposition: Breaking things down into simple steps - Bee Bots (link Geography) Making: Constructing buildings (link Science) Making: Making things, checking and fixing things (link DT)	Logic: Anticipating and explaining (Link: Reading)
Year 1	1.1 Computer systems and networks - Technology around us	1.3 Programming A - Moving a robot	1.2 Creating Media - Digital painting	1.4 - Data and information - Grouping data	1.5 - Creating Media - Digital writing	1.6 Programming B - Programming animations

R : Rubric ***S : Summative***

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		(Beebots)				
Year 2	2.1. Computer systems and networks - IT around us - S	2.3. Programming A - Robot algorithms (Beebots) - R	2.2 Creating Media - Digital photography (iPads) - S	5. Creating Media - Digital music (Chrome music lab) - S	2.4 Data and informaion - Pictograms (J2E) - S	2.6 Programming B - Programming quizes (Scratch Jr on chromebooks) - R
Year 3	3.1 Computer systems and networks- connecting computers - S (45mins)	3.3 Programming A - Sequencing sounds (Scratch) - R	3.5 - Creating Media - Desktop publishing (Canva) (and run into spring 2 if needed)	3 - Programming the microbit (BBC Make code blocks)	3.4 - Data and information Branching databases (J2E) - S	3.6 Programming B - Events and actions in programs (Scratch)
Year 4	4.1 Computer systems and networks - The internet - S (45mins)	4.3 Programming A - Repetition in Shapes (Logo) - S	3.2 Creating media - Stop motion animation - R	4.4 Data and Information - Data loggers (microbit) - R	4.6 Programming B - repetition in games (scratch) - S	4.5 Creating media - Photo editing (Pixlr or canva) - R
Year 5	5.1 Computer systems and networks- searching and sorting (1 hour)	5.3 Programing A - Selection in physical computing (crumble)	6.2 Creating Media - Web page creation (Google sites)	5.5 Creating media - Introduction to vector graphics (Google drawings)	5.4 Data and information - Flat file databases	5.6 Programming B - Selection in quizzes (Scratch)

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Year 6	6.1 Communication and networks - Communication and collaboration - *S* (1 hour)	6.3 HTML and CSS (Trinket) - *S*	5.2 Creating Media - Video editing (iPads) - *R*	6.4 Creating media - 3D modelling (Tinkercad) - *R*	6.5 Data and information introduction to spreadsheets (Google sheets) -*S*	6.6 Programming in Python (Trinket)

R : Rubric ***S : Summative***