



## Computing and Online Safety - Long Term Curriculum Overview 25/26

Subject area	Autumn Term A	Autumn Term B	Spring Term A	Spring Term B	Summer Term A	Summer Term B
<b>F1</b>	Operating IT Equipment Learning how to operate simple technology.	Playing with Technology and programmable toys Demonstrating an interest in using and playing with technology	Technology Uses Recognising the uses for ICT equipment.	Cause and Effect of ICT Explaining the cause and effect of toys with technology.	The Use of a Computer Exploring that computers can be used to find out information.	<b><u>Technology at Home</u></b>  Discussing the types of technology at home.
<b>F2</b>	Computer discovery- Digital Literacy and Numeracy	Mouse/ Trackpad and Keyboard skills Digital Literacy and Numeracy	Early Digital Music Digital Literacy and Numeracy	Digital Photos and Video Digital Literacy and Numeracy	Digital Art and Design Digital Literacy and Numeracy	Early Programming  Digital Literacy and Numeracy
<b>Year 1</b>	Computer system and networks (links to why we use it and how it can be effective)	Digital painting (Keyboard skills, moving images, editing )	Programming-Moving a robot (movement, variables and sequencing)	Data (grouping, using information , presenting)	Digital writing (change colour of pixels, zoom controls)	Programming animations (position, rotate, resize objects)
<b>Year 2</b>	Computers and Networks (links to why we use it and how it can be effective))	Digital photography (Keyboard skills, moving images, editing )	Robot algorithms (movement, variables and sequencing)	Data-Pictograms (grouping, using information , presenting)	Digital music (use of various variables to create a piece of music)	Programming quizzes (Design, create and evaluate)
<b>Year 3</b>	Computer Networks (input and output devices and how they are connected)	Stop Frame Animation (copy and paste, edit images, create and evaluate)	Sequencing sounds (writing programmes, add extras such as pen blocks)	Branching databases (create questions, adding groups, adding a branch database)	Desktop Publishing (add images, text, editing and layout)	Events and actions in programmes (moving, drawing, debugging)
<b>Year 4</b>	Computer Systems – The internet (networks and sharing information)	Coding with Lego WeDo (input and output variables, debugging and using data variables)	Photo Editing (Change, recolour, clone and combine)	Programming-shapes (Patterns, repeats and loops)	Audio Production (Record, create and edi)	Programming-Repetition in games (Loop, modify and design)
<b>Year 5</b>	Computer systems and searching (systems, searching the web, selecting results)	Coding with Lego WeDo (understanding Bluetooth technology, write a programme, debug inputs and outputs)	Programming crumbles (selection, connecting and controlling)	Flat file databases (paper based database, using a database, comparing data)	Coding with Drones (understanding Bluetooth technology, debugging, inputting and editing a programme)	Creating media-Vector graphs (drawing, creating and manipulating)

Year 6	Computer systems - Communication (internet, shared work and communication)	Web page creation (Research, copyright and layout)	Coding with Scratch (Variables, editing and improving)	Data and information (collecting, formatting and presenting)	3D modelling (modifying , making and planning)	Programming Sensing movement (using microbits to create a step counter)
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