

KS1 Computing Overview		
Year 1	Year 2	
Computer Systems and networks: Improving mouse skills	Computer Systems and network	
Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art	Exploring what a computer is by identifying how computers are used in the wider world to design	
Online Safety	Online Safe	
Learning how to stay safe online and how to manage feelings and emotions when someone or something has upset us.	Learning: how to keep information safe and priva sharing things online and how to give,	
Programming: Algorithms Unplugged	Programming: Algorithms	
Algorithms, decomposition and debugging are made relatable to familiar contexts, following directions, learning why instructions need to be specific.	Developing an understanding of; what algorithms a can be developed to be more efficien	
Skills Showcase: Rocket to the Moon	Computer Systems and networ	
Developing keyboard and mouse skills through designing, building and testing. Creating a digital list of materials, using drawing software and recording data.	Developing touch typing skills, learning keyboar	
Programming: Programming Bee-Bots	Programming: Sc	
Introducing programming through the use of a Bee-Bot and exploring its functions.	Exploring what 'blocks' do' by carrying out an infor Programming a familiar story and ma	
Creating Media: Digital Imagery	Creating Media: Sto	
Taking and editing photos, searching for and adding images to a project.	Learning how to create simple animations fr	
Data Handling: Introduction to data	Data Handling: Internation	
Learning what data is and the different ways it can be represented. Learning why data is useful and the ways it can be gathered and recorded.	Learning how data is collected, used and display conditions needed for plants and	

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vate online; who we should ask before e, or deny permission online

is and Debugging

are, how to program them and how they ient, introduction of loops.

orks: Word Processing

ard shortcuts and simple editing tools.

cratch Jr

ormative cycle of predict > test > review. nake a musical instrument.

op Motion

from storyboarding creative ideas

nal Space Station

ayed and the scientific learning of the nd humans, to survive.



NetworksCollaborative learningSearch EnginesLearning what a network and how devices communicate and share information.Learning how to work collaboratively and exploring a range of collaborative tools.Learning about how page rank works and how to identify inaccurate information.Discoverin breakinOnline SafetyOnline SafetyOnline SafetyIterming about the probable accuracy: recogning adverts and pop-ups; understanding information online.Learning about app permissions; the positive and pagite aspects of online communication; that online information and making a judgement about the probable accuracy: recogning adverts and pop-ups; understanding that technology can be distracting.Learning about app permissions; the positive and online information in not always factual; how to deal with online bulying and managing our health oreated inferent sounds, beats and melodies which game.Learning context.Learning and wellbeing.Programming: ScratchProgramming: Further coding with ScratchProgramming and music skills to create different sounds, beats and melodies which are ut to the test with a Batte of the Bands performance!Using the and art. LYorables' in code scripts.Building-on programming and music skills to create different sounds, beats and melodies which are ut to the test with a Batte of the Bands performance!Using the and art. LSending emails what cyberbullying is.Computer Systems and networks: Learning about the markup language behind a website designData Handling: Mars Rover 1Udentifying and welloeign.Assuming the role of computer parts and creating meets stores of computer parts and creating meets		K52 Computing Overview			
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		of abstraction, algorithm design, decomposition	the real world. Using the 'predict, test and evaluate' cycle to create and debug programs with	Internet	

Year 6

outer Systems and networks: Bletchley Park

ing the history of Bletchley and learning about code ing and password hacking. Demonstrating digital literacy skills by creating presentations.

Online Safety

ng to deal with issues online; about the impact and equences of sharing information online; how to a positive online reputation; combating and dealing ith online bullying and protective passwords.

Programming: Intro to Python

e programming language 'Python' to create designs . Learning how to create loops and nested loops to make their code more efficient.

Data Handling: Big Data 1

ng how barcodes and QR codes work. Learning how I waves are used for the transmission of data while recognising the uses of RFID.

eating Media: History of Computers

, recording and editing radio plays set during WWII, earning about how computers have evolved.

Data Handling: Big Data 2

developing understanding of how networks and the et are able to share information. Learning how big data can be used to design smart buildings.



Data Handling: Comparison cards database	Data Handling: Investigating weather	Skills showcase: Mars Rover 2	Ski
Learning about records, fields and data and sorting and filtering data.	Researching and storing data on spreadsheets and designing a weather station	Exploring how the Mars rover: moves, follows instructions, collects and sends data; understanding how computers work, what data is and how it is transferred.	Designing a to make it

kills showcase: Inventing a product

ng a product, pupils: evaluate, adapt and debug code e it suitable for their needs and designing products in CAD and creating a website and video

