



COMPUTING CURRICULUM OVERVIEW						
'Creating Autonomous Problem Solvers'						
	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
NURSERY	Continuous Provision: Use of computer as electronic storage. Navigating screen, mouse and keyboard. Use of programmable toys and tools (i.e. remote control cars etc)					
RECEPTION						
	Reception Class - Summer Term Digital pictures & using simple programs -Basic computer skills					
YEAR 1	Computing Systems and Networks –How to turn Computer on and off, Mouse control Creating Media/Digital writing Word processing, editing, formatting		E-Safety- Keeping Safe on-line Programming – Introduction to coding/algorithms		Creating Media- Computer Art Programming – writing algorithms checking for bugs/debugging -scratch Jr	
YEAR 2	E-Safety Safe search smart rules/personal information Creating Media – computer Art		Programming – writing algorithms – Logo Turtle Creating Media – Word processing Create, store and retrieve files		Programming – Animation - Scratch Desktop Publishing – Introduction to PowerPoint A presentation about themselves	
YEAR 3	Programming- Recap Logo Turtle and Scratch – Animate name in Scratch E-Safety- Research for top tips keeping safe on-line – Think you know		Creating Media – Use PowerPoint – Branching Stories/hyperlinks Programming – Design and create a game -Scratch		Data information – Spreadsheets/Excel Calculation/formulae Desktop Publishing – MS Publisher/Poster/E-safety	
YEAR 4	E-safety – Research/E-safety Creating trading cards – Top tips Programming – Decompose a game/ Test/debug algorithm		Creating Media – Comic life – create comic Photo Story – Tell a story through images/sound		Creating Media Animation Data information – spreadsheets/Excel spreadsheets for calculation	
YEAR 5	Programming – Scratch/Pac man game E-safety – interactive PowerPoint – hyperlinks		3D Drawing – Sketch up Data Information- Ordering and presenting Information/Graphs		Creating Media Animation – Scratch and Broadcast Blocks Creating Media - Podcasting Plan, write record and edit	



YEAR 6	E-safety – Interactive PowerPoint/Quiz Programming –Scratch – Timestable game for Year 4	Data and Information – Investigation –to solve problems 3D Drawing – Sketch up design a study room to a design brief	Programming Write a Quiz in Scratch – Historical aspect Coding – Kodu Plan and create race and collect game
--------	---	---	---