



COMPUTING OVERVIEW



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery		Understanding the World Can we sequence the events in a story?	Understanding the World Can we sequence a journey?	Understanding the World Can we sequence the life cycle of a caterpillar?	Understanding the World Can we create a set of instructions for baking bread?	Understanding the World How can we take a photograph?
Reception	Understanding the World How do we use technology?	Understanding the World What are the different parts of a computer?	Understanding the World Can we sequence the events from Mr Gumpy's journey?	Understanding the World Can we direct the baby monkey to his Mum?	Understanding the World Can we give Little Red Riding Hood instructions to travel through the forest safely?	Understanding the World Can we create a set of instructions for how to build a house?
Year 1	Computing Systems and Networks How can we use a computer?	Programming How can we program a Bee-Bot to follow a set of instructions to take a journey?	Creating Media How can we create our own digital painting inspired by African prints?	Creating Media How can we add and edit text about an animal?	Data and Information What can we use to group and sort information about food?	Programming How can we move a character?
Year 2	Computing Systems and Networks How does technology benefit society?	Programming How can we debug programs that control a Bee-Bot to visit landmarks?		Creating Media How can we take and edit digital photographs of our friends?	Data and Information How can we organise and present data about plants using charts?	Programming How can we create an interactive quiz about materials?
Year 3	Data and Information How can we create a branching database of rainforest animals?	Computing Systems & Networks What are computer networks and how do they work?	Creating Media How can we combine text and images for effect to create a menu?	Programming How can we use sequences of code?	Programming How can we program and debug using a range of events?	Creating Media How can we create a stop-frame animation to show the discovery of Tutankhamun's tomb?
Year 4	Computing Systems & Networks How can we evaluate online content about food and diet?	Creating Media How can we manipulate digital images of fashion?	Programming How can we code using repetition and count controlled loops?	Data and Information How can we use special input devices to capture and analyse environmental data?	Programming How can we code using infinite loops?	Creating Media How do we capture and edit audio to produce a podcast about the Romans?
Year 5	Creating Media How can we plan, capture and edit a video about the Tudors?	Creating Media How can we use vector drawing to design a logo to represent our locality?	Computing Systems & Networks How can we refine searches about the Vikings and understand how results are ranked?	Programming How can we use variables to create an interactive quiz about space?	Data and Information How can we interrogate a database to answer questions about animals?	Programming How can we program a microcontroller using repetition and conditionals?
Year 6	Computing Systems & Networks How does the internet facilitate online communication and collaboration?	Creating Media How can we produce and manipulate 3D models of historic buildings?	Programming How can we use variables to create a coding game?	Data and Information How can we use spreadsheets to organise and calculate data about animals?	Programming How can we use the microbit to monitor performance in athletes?	Creating Media How do we plan, design and create a webpage to promote our end of year production?