

The Meadow Community Primary School



Computing Overview



<u>Year</u>	<u>Blocks 1 and 2</u>	<u>Blocks 3 and 4</u>	<u>Blocks 5 and 6</u>
EYFS	I-Pads – photos	E-Safety	Beebots
1	Computing systems and networks - technology around us Recognising technology in school and using it responsibly.	Programming A - moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Creating media - digital writing Using a computer to create and format text, before comparing to writing non-digitally
	Creating media - digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Data and information - grouping data Exploring object labels, then using them to sort and group objects by properties	Programming B – programming animations Designing and programming the movement of a character on screen to tell stories.
2	Computing systems and networks - information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Programming A - robot algorithms Creating and debugging programs, and using logical reasoning to make predictions	Creating media - digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.
	Creating media - digital photography Capturing and changing digital photographs for different purposes.	Data and information - pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Programming B - programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
3	Computing systems and networks - connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Programming A - sequencing sounds Creating sequences in a block-based programming language to make music.	Creating media - desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.
	Creating media - stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Data information - branching databases Building and using branching databases to group objects using yes/no questions.	Programming B - events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.

4	Computing systems and networks - the internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Data and information - data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation	Programming B - repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
	Programming A - repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Creating media - photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Internet safety Recapping on how to stay safe on the internet.
5	Computing systems and networks - systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Creating media - video production Planning, capturing, and editing video to produce a short film.	Creating media - introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.
	Data and information - flat-file databases Using a database to order data and create charts to answer questions.	Programming B - selection in quizzes Exploring selection in programming to design and code an interactive quiz.	Programming A - selection in physical computing Exploring conditions and selection using a programmable microcontroller.
6	Systems and networks - communication and collaboration Exploring how data is transferred by working collaboratively online.	Programming A - variables in games Exploring variables when designing and coding a game.	Creating media - 3D modelling Planning, developing, and evaluating 3D computer models of physical objects.
	Creating media - webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation	Data and information - introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	Programming B - sensing movement Designing and coding a project that captures inputs from a physical device.