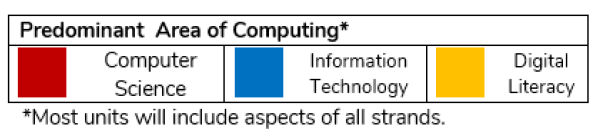
**Computing – Overview**

*and Progression of Key Vocabulary*

**Mixed aged**

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**Cycle A**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Aut 1  7weeks | Aut 2  8weeks | Spring 1  6weeks | Spring 2  6weeks | Summer 1  5weeks | Summer 2  7weeks |
| **EYFS** | Mouse and trackpad skills  Keyboard skills  Drawing skills  Robots  Sounds  Photography  Technology around us  Hardware  Safety and privacy  Quizzes | | | | | |
| **Year 1-2** | Online Safety &  Exploring Purple Mash  Unit: 1.1  Number of lessons: 4  Programs: Various | Technology Outside School  Unit: 1.9  Number of lessons: 2  Programs: Various | Using Search Technologies &  Word Processing  Unit: 2.5  Number of lessons: 3  Programs: Browser | Creating Pictures  Unit: 2.6  Number of lessons: 5  Programs: 2PaintAPicture | Making Music  Unit: 2.7  Number of lessons: 3  Programs: 2Sequence | Questioning  Unit: 2.4  Number of lessons: 5  Programs: 2Question  2Investigate |
| **Year 3-4** | Multimedia – Animations- Water Cycle  Unit: 4.6  Number of lessons: 3  Programs: 2Animate | Coding – 2Code A  Unit:  Number of lessons: 6  Main Programs: 2Code  *See table for breakdown* | Data – Spreadsheets  Unit: 3.3  Number of lessons: 3  Programs: 2Calculate  Online Safety  Unit: 3.2  Number of lessons: 3  Programs: Various | Hardware Investigators  Unit: 4.8  Number of lessons: 2  Graphing  Unit: 3.8  Number of lessons: 3  Programs: 2Graph | Using Search Technologies  Unit: 4.7  Number of lessons: 3  Programs: Browser  Touch Typing  Unit: 3.4  Programs: 2Type | Emails  Unit: 3.5  Number of lessons: 6  Programs: 2Email, 2Connect, 2DIY |
|  |  |  |  |  |  |  |
| **Year 5-6** | Word Processing  Unit: 5.8  Number of lessons: 8  Programs: MS Word, Google Docs | Data – Databases  Unit: 5.4  Number of lessons: 4  Programs: 2Question, 2Investigate | Game Creator  Unit: 5.5  Number of lessons: 5  Programs: 2DIY3D | Coding – 2Code A  Unit:  Number of lessons: 6  *See table for breakdown* | 3D Modelling  Unit: 5.6  Number of lessons: 4  Programs: 2Design and Make | Blogging  Unit: 6.4  Number of lessons: 4  Programs: 2Blog  Online Safety  Unit: 5.2  Number of lessons: 3  Programs: Various |

**Cycle B**

Questions that need answering:

All year mixed classes should have an element of online safety in it? None in 3/4 5/6

Safety internet Day is in February 25 – could we all have online safety at the same time??? Spring 1???

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **EYFS** |  |  |  |  |  |  |
| **Year 1-2** | Online Safety &  Exploring Purple Mash  Unit: 1.1  Number of lessons: 4 | Coding – 2Code  Unit:  Number of lessons: 6  *See table for breakdown* | Presenting Ideas  &  Word Processing  Unit:  Number of lessons: | Animated Story Books  Unit: 1.6  Number of lessons: 5  Programs: 2Create A Story | Coding –  Maize Explorers  Unit: 1.5  Number of lessons: 3  Programs: 2Go | Data -Spreadsheets  Unit: 2.3  Number of lessons: 4  Programs: 2Calculate |
| **Year 3-4** | Using Search Technologies  Unit: 4.7  Number of lessons: 3  Word Processing  Unit:  Number of lessons: | Simulations  Unit: 3.7  Number of lessons: 3  Programs: 2Simulate, 2Publish | Online Safety  Unit: 4.2  Number of lessons: 4  Programs: Various | Coding - 2Code B  Unit:  Number of lessons: 6  Main Programs: 2Code  *See table for breakdown* | Multimedia – Making Music  Unit: 4.9  Number of lessons: 4  Program: Busy Beats  Branching Databases  Unit: 3.6  Number of lessons: 4  Programs: 2Question | Coding  Unit:  Number of lessons: 6  Programs: 2Code  *See table for breakdown* |
| **Year 5-6** | Online Safety  Unit: 6.2  Number of lessons: 2  Programs: Various | Text Adventures  Unit: 6.5  Number of lessons: 5  Programs: 2Code, 2Connect | Quizzing  Unit: 6.7  Number of lessons: 6  Programs: 2Quiz, 2DIY, Text Toolkit, 2Investigate | Word Processing  Unit: 5.8  Number of lessons: 8  Programs: Word or Google Docs | Spreadsheets  Unit: 6.3  Number of lessons: 5  Programs: 2Calculate | Coding – 2Code B  Unit:  Number of lessons: |

**Key Vocabulary:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | **EYFS** | **Y1** | **Y2** | **Y3** | **Y4** | **Y5** | **Y6** |
| **Computer science**  Pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Problem solving Programming Logical thinking | On Off Switch Backwards Forward Instruction Sound Moving | Action Algorithm Arrow Background input Challenge Code Criteria Debug Direction event Left turn object output Program Rewind Right turn run Sort sound Undo when clicked | button Collision detected Design mode Key pressed nesting predict sequence test text timer execute properties scale scene When swiped | alert Blocks of commands develop Flowchart plan Procedure Repeat Values | Abbreviations: RT, LT, BK, FD Code block Co-ordinates If/else Logo Motherboard Number variable Objects Prompt Prompt for input Repeat until Selection types Variable Variable value | 2D 3D Abstraction Decomposition Function Interactive Modelling Perspective Physical system Playability Score Screenshot Simplify/simplified Stimula | Called Developer Get input Launch command Router User input LAN local area WAN wide area |
|  | **EYFS** | **Y1** | **Y2** | **Y3** | **Y4** | **Y5** | **Y6** |
| **Information technology**  Pupils are equipped to use information technology to create programs, systems and a range of content. Creating content Searching | Buttons Collect Command Computer Count Equipment Keyboard Keys Monitor Mouse Movement Organise Phone Camera Remote Set of photos Type | Arrow keys Backspace key cursor cell tool cells clipart Collate Columns Count tool Data Delete key Image toolbox Lock tool Move Pictogram Rows Speak tool spreadsheet | Animated Avatar Binary tree Copy and paste Database Equal tool Lock tool Presentation Question Soundtrack Space bar key Volume | Advance mod animation audio Bar chat Block graph Branching database Charts design templates Field font Graphing line graph media Question slide slideshow Spin tool Stimulation Symbols = < > text box transition | Average Background Bold charts Flipbook formula Formula wizard Frame Italic Play Random tool Stop motion Timer Underline | Document Find Formatting Merge cells Record Sort, group and arrange Statistics and reports Table Text wrapping Word processing | Blog post Calculate Cell reference Count (how many tool) Icon Range Row Sum style Workbook |
|  | **EYFS** | **Y1** | **Y2** | **Y3** | **Y4** | **Y5** | **Y6** |
| **Digital literacy**  Pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. E-Safety Using IT beyond school | Choices  Create  Internet information  Share  Technology Website | Animation Avatar Display board E-book File Font Log in username logout My Work Notification Password Save Sound effect tools Topics | attachment Digital footprint Display board email Internet browser Network Online safety Save Search Search engine Searching sharing Template Wireless WWW | Address book Attachment Blog Cc Communication Compose Concept map Email Formatting PEGI rating Save to draft Send Spoof website Webpage Website | Computer virus Cookies Copyright Identify theft Malware Phishing Plagiarism spam | bibliography Citations Encryption Reference Reputable Shared image Smart rules | Spoof website |