



Downholland Haskayne CE School Computing Curriculum Overview

Acorn Class – EYFS & KS1

Key	Computing systems & Networks	Creating Media	Programming	Data & Information
EYFS	Understanding the World (Technology) <ul style="list-style-type: none">• Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.• Understand that you may have to put your name/password into the device to retrieve your own files• Understand that you can connect with others via a device• Experience digital devices with an input/output.• Change the output of a device/toy by altering the input• Experience research via whole class activities• Know that information and a range of services can be found online• Use the keyboard to enter own name and print document• Use the keyboard and mouse to move a character around a game• Experience recording own voice and hearing the playback.• Experience videos of self and ability to re-watch			
<u>Cycles</u>	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>	
Cycle A 2024/25	Technology Around us (Y1) Information Technology Around us (Y2)	Digital Painting (Y1) Digital Photography (Y2)	Moving a robot (Y1) Robot Algorithms (Y2)	
Cycle B 2025/26	Grouping Data (Y1) Pictograms (Y1)	Digital Writing (Y1) Making Music (Y2)	Programming Animations (Y1) Programming Quizzes (Y2)	

Oak Class – KS2

Cycles	Autumn		Spring		Summer	
Cycle A 2024/25	Connecting Computers (Y3)		Stop frame animation (Y3)		Sequencing sounds (Y3)	
	Systems & Searching (Y5)		Video Production (Y5)		Selection in Physical Computing (Y5)	
Cycle B 2025/26	Data Logging (Y4)		Audio Production (Y4)		Repetition in shapes (Y4)	
	Introduction to spreadsheets (Y6)		Web page Creation (Y6)		Variables in games (Y6)	
Cycle C 2026/27	The Internet (Y4)	Flat File Databases (Y5)	Desktop Publishing (Y3)	Selection in quizzes (Y5)	Events & Actions in Programmes (Y3)	Vector Drawing (Y5)
Cycle D 2027/28	Branching Databases (Y3)	Internet Communication (Y6)	Sensing movement (Y6)	3d Modelling (Y6)	Repetition in games (Y4)	Photo Editing (Y4)