

Computing: Whole school overview

	Autumn1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	In EYFS, children begin developing foundational computing skills by exploring a range of digital tools and programmable toys in meaningful, play-based contexts. They learn to operate technology with increasing independence, recognise simple cause-and-effect, and begin to sequence actions, forming early computational thinking in preparation for Key Stage 1.					
Reception						
Year 1	<u>Information Technology</u> Photos using Camera		<u>Computer Science</u> Unplugged Physical Computing Lessons	<u>Computer Science</u> Scratch Jr	<u>Information Technology</u> Videos using Clips	
Year 2	<u>Information Technology</u> Data Handling with Numbers		<u>Computer Science</u> Unplugged Physical Computing Lessons	<u>Computer Science</u> Scratch Jr	<u>Information Technology</u> Multimedia using Clips and Book Creator	
Year 3	<u>Information Technology</u> Multimedia using iMovie		<u>Computer Science</u> Physical Computing with Micro:Bit	<u>Computer Science</u> Physical Computing with Micro:Bit Computer Networks	<u>Information Technology</u> Data Handling using Numbers and Data Loggers	
Year 4	<u>Information Technology</u> Multimedia using Garageband		<u>Computer Science</u> Physical Computing with Micro:Bit	<u>Computer Science</u> Physical Computing with Micro:Bit	<u>Information Technology</u> Collaboration using email and multimedia using Pages and Keynote	
Year 5/6 Cycle A	<u>Information Technology</u> Podcasting using Pages and GarageBand		<u>Computer Science</u> Physical Computing with Micro:Bit	<u>Computer Science</u> Computer Networks	<u>Information Technology</u> Stop Motion using iMotion and Augmented Reality using Halo AR .	
Year 5/6 Cycle B	<u>Information Technology</u> 3D Modelling using TinkerCAD and App Prototype using KeyNote		<u>Computer Science</u> Physical Computing with Micro:Bit	<u>Computer Science</u> Physical Computing with Micro:Bit Computer Networks	<u>Information Technology</u> Extended Data Handling using Numbers and Multimedia using 'All Apps'	
All Year Groups	Digital Literacy E-Safety Lessons are delivered throughout every year group in every half term using Project Evolve resources.					