

Computing: Whole school overview

CYCLE A (2020-21)					
	Topic1 (8wks)	Topic 2 (7wks)	Topic 3 (8wks)	Topic 4 (8wks)	Topic 5 (8wks)
Nursery	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.				
Reception					
Year 1	<p style="text-align: center;"><u>Here and There</u></p> <p>Online Safety 1.1 (4 weeks) Logging on safely & exploring Purple Mash.</p>	<p style="text-align: center;"><u>Then and Now</u></p> <p>Lego Builders 1.4 (3 weeks) To follow and create simple instructions on the computer.</p>	<p style="text-align: center;"><u>Matchstick Men</u></p> <p>Grouping & Sorting 1.2 (2 weeks) Sort items using a range of criteria.</p>	<p style="text-align: center;"><u>Home Sweet Home</u></p> <p>Spreadsheets 1.8 (3 weeks) How to enter data into spreadsheet cells.</p>	<p style="text-align: center;"><u>One Small Step</u></p> <p>Coding 2.1 (5 weeks) To understand what an algorithm is</p>
Year 2	<p>Effective Searching 2.5 (3 weeks) Searches on a place in the UK & contrasting country</p>	<p>Tech Outside School 1.9 (2 weeks) To record examples of technology outside school.</p>	<p>Creating Pictures 2.6 (6 weeks) Comparing Lowry and William Morris</p>	<p>Coding 1.7 (6 weeks) To understand what coding means.</p>	
Year 3	<p style="text-align: center;"><u>Fighting Forts</u></p> <p>Coding 4.1 (6 weeks) To understand and use variables</p>	<p style="text-align: center;"><u>Shake, Rattle & Roll</u></p> <p>Spreadsheets 3.3 (3 weeks) To use the symbols more than, less than and equal to, to compare values.</p>	<p style="text-align: center;"><u>Full Steam Ahead</u></p> <p>Typing 3.4 (4 weeks) To introduce typing terminology.</p>	<p style="text-align: center;"><u>Gladiator Ready</u></p> <p>Email 3.5 (6 weeks) Logo 4.5 (4 weeks)</p> <p>To learn the structure of the coding language of Logo</p>	<p style="text-align: center;"><u>Beside the Seaside</u></p> <p>Simulations 3.7 (3 weeks) To explore a simulation</p> <p>Graphing 3.8 (3 weeks) Creating graphs on living things & habitats</p>
Year 4	<p>Online Safety 3.2 (2 weeks) To learn about the meaning of age restrictions symbols on digital media and devices</p>		<p>Email 3.5 (6 weeks) Emails sent to Thomas Edison/a railway worker</p>		
Year 5	<p style="text-align: center;"><u>Invade and Raid</u></p> <p>Coding 5.1 (6 weeks) To represent a program design and algorithm</p> <p>Online Safety 5.2 (2 weeks) To gain a greater understanding of the impact that sharing digital content can have.</p>	<p style="text-align: center;"><u>Bridging the Gap</u></p> <p>Online Safety 5.2 (2 weeks) Spreadsheets 5.3 (5 weeks) Using a spreadsheet to model a reallife situation and answer questions.</p>	<p style="text-align: center;"><u>Disaster!</u></p> <p>3D Modelling 5.6 (4 weeks) To explore the effect of moving points when designing.</p>	<p style="text-align: center;"><u>Fight! Fight! Fight!</u></p> <p>Game Creator 5.5 (5 weeks) Databases 5.4 (4 weeks) To learn how to search for information in a database</p>	<p style="text-align: center;"><u>The Golden Age</u></p> <p>Databases 5.4 (4 weeks) Concept Maps 5.7 (3 weeks) To understand the need for visual representation when generating and discussing complex ideas</p>
Year 6	<p>Game Creator 5.5 (5 weeks) To design & create their own game</p>				

CYCLE B (2021-22)

	Topic1 (8wks)	Topic 2 (7wks)	Topic 3 (8wks)	Topic 4 (8wks)	Topic 5 (8wks)
Nurs Reception	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.				
Year 1	<p><u>London's Burning</u> Online Safety 1.1 (4 weeks) Logging on safely & exploring Purple Mash.</p>	<p><u>What a Wonderful World!</u> Questioning 2.4 (5 weeks) To learn about data handling tools that can give more information than pictograms.</p>	<p><u>I Remember You</u> Animated Storybooks 1.6 (5 weeks) To add sound to a story, including voice recording and music the children have composed.</p>	<p><u>In the Potting Shed</u> Making Music 2.7 (3 weeks) To edit and refine composed music</p>	<p><u>Marvellous Maps</u> Pictograms 1.3 (3 weeks) To understand that data can be represented in picture format</p>
Year 2	<p><u>Presenting Ideas 2.8 (4 weeks)</u> To explore how a story can be presented in different ways.</p>	<p><u>Online Safety 2.2 (2 weeks)</u> To understand that information put online leaves a digital footprint or trail</p>		<p><u>Spreadsheets 2.3 (4 weeks)</u> To use a spreadsheet for money calculation</p>	<p><u>Maze Explorers 1.5 (3 weeks)</u> To understand how to create and debug an algorithm.</p>
Year 3	<p><u>Yabadabadoo!</u> Coding 3.1 (6 weeks) To design algorithms using flowcharts</p>	<p><u>Island Hoppers</u> Online Safety 4.2 (2 weeks) Branching Database 3.6 (4 weeks) To sort objects using just 'yes' or 'no' questions.</p>		<p><u>You're Nicked!</u> Spreadsheets 4.3 (6 weeks) Formatting cells as currency, percentage, decimal to different decimal places or fraction.</p>	<p><u>Let it Flow</u> Effective Search 4.7 (3 weeks) To use search effectively to find out information</p>
Year 4	<p><u>Online Safety 4.2 (2 weeks)</u> Understand that information put online leaves a digital footprint or trail and that this can aid identity theft.</p>		<p><u>Tomb Raider</u> Writing for Different Audiences 4.4 (5 weeks) To explore how font size and style can affect the impact of a text.</p>	<p><u>Animation 4.6 (3 weeks)</u> To learn how animations are created by hand.</p>	<p><u>Hardware Investigators 4.8 (2 weeks)</u> To understand the different parts that make up a computer.</p>
Year 5	<p><u>Behind Enemy Lines</u> Coding 6.1 (6 weeks) To use the program design process, including flowcharts, to develop algorithms for more complex programs using and understanding of abstraction and decomposition to define the important aspects of the program</p>	<p><u>Forests Forever?</u> Online Safety 6.2 (2 weeks) Identify secure sites by looking for privacy seals of approval.</p>	<p><u>It's All Greek to Me</u> Blogging 6.4 (5 weeks) To identify the purpose of writing a blog and its key features.</p>	<p><u>Infinity and Beyond</u> Text Adventures 6.5 (5 weeks) To introduce map-based text adventures. To code a map-based text adventure</p>	<p><u>Perilous Peaks</u> Networks 6.6 (3 weeks) Quizzing 6.7 (5 weeks) To make a quiz that requires the player to search a database.</p>
Year 6		<p><u>Spreadsheets 6.3 (5 weeks)</u> To use a spreadsheet to investigate the probability of the results of throwing many dice.</p>	<p>To plan the theme and content for a blog and write the content.</p>	<p><u>Networks 6.6 (3 weeks)</u> To learn about what the Internet consists of.</p>	