

## Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Nursery						
Reception						
Year 1					<b>Computing Systems and Networks- Technology around us</b> KLP: <ul style="list-style-type: none"> <li>• Technology around us.</li> <li>• Using technology.</li> <li>• Develop mouse skills.</li> <li>• Using a computer keyboard.</li> <li>• Developing keyboard skills.</li> <li>• Using a computer responsibly.</li> </ul>	<b>Creating Media- Digital Painting</b> KLP: <ul style="list-style-type: none"> <li>• How can we paint using computers.</li> <li>• Using shape and lines.</li> <li>• Making careful choices.</li> <li>• Painting independently.</li> <li>• Comparing computer art and painting.</li> </ul>
Year 2	<b>Information technology around us</b> KLP: <ul style="list-style-type: none"> <li>• Identifying IT and how its responsible use improves our world in school and beyond.</li> </ul>	<b>Digital photography</b> KLP: <ul style="list-style-type: none"> <li>• Capturing and changing digital photographs for different purposes.</li> </ul>	<b>Making music</b> KLP: <ul style="list-style-type: none"> <li>• Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</li> </ul>	<b>Pictograms</b> KLP: <ul style="list-style-type: none"> <li>• Collecting data in tally charts and using attributes to organise and present data on a computer</li> </ul>	<b>Robot algorithms</b> KLP: <ul style="list-style-type: none"> <li>• Creating and debugging programs, and using logical reasoning to make predictions.</li> </ul>	<b>Programming quizzes</b> KLP: <ul style="list-style-type: none"> <li>• Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz</li> </ul>
Year 3	<b>Connecting computers</b> KLP: <ul style="list-style-type: none"> <li>• Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks</li> </ul>	<b>Stop-frame animation</b> KLP: <ul style="list-style-type: none"> <li>• Capturing and editing digital still images to produce a stop-frame animation that tells a story.</li> </ul>	<b>Sequencing sounds</b> KLP: <ul style="list-style-type: none"> <li>• Creating sequences in a block-based programming language to make music.</li> </ul>	<b>Branching databases</b> KLP: <ul style="list-style-type: none"> <li>• Building and using branching databases to group objects using yes/no questions.</li> </ul>	<b>Desktop publishing</b> KLP: <ul style="list-style-type: none"> <li>• Creating documents by modifying text, images, and page layouts for a specified purpose.</li> </ul>	<b>Events and actions in programs</b> KLP: <ul style="list-style-type: none"> <li>• Writing algorithms and programs that use a range of events to trigger sequences of actions.</li> </ul>
Year 4	<b>The internet</b> KLP: <p>Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<b>Audio editing</b> KLP: <p>Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<b>Repetition in shapes</b> KLP: <p>Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<b>Data logging</b> KLP: <p>Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<b>Photo editing</b> KLP: <p>Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<b>Repetition in games</b> KLP: <p>Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>
Year 5	<b>Sharing information</b> KLP: <ul style="list-style-type: none"> <li>• Identifying and exploring how information is shared between digital systems.</li> </ul>	<b>Video editing</b> KLP: <ul style="list-style-type: none"> <li>• Planning, capturing, and editing video to produce a short film</li> </ul>	<b>Selection in physical computing</b> KLP: <ul style="list-style-type: none"> <li>• Exploring conditions and selection using a programmable microcontroller.</li> </ul>	<b>Flat-file databases</b> KLP: <ul style="list-style-type: none"> <li>• Using a database to order data and create charts to answer questions.</li> </ul>	<b>Vector drawing</b> KLP: <ul style="list-style-type: none"> <li>• Creating images in a drawing program by using layers and groups of objects</li> </ul>	<b>Selection in quizzes</b> KLP: <ul style="list-style-type: none"> <li>• Exploring selection in programming to design and code an interactive quiz.</li> </ul>

<p><b>Year 6</b></p>	<p><b>Internet communication</b> KLP:</p> <ul style="list-style-type: none"> <li>Recognising how the WWW can be used to communicate and be searched to find information.</li> </ul>	<p><b>Webpage creation</b> KLP:</p> <ul style="list-style-type: none"> <li>Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.</li> </ul>	<p><b>Variables in games</b> KLP:</p> <ul style="list-style-type: none"> <li>Exploring variables when designing and coding a game.</li> </ul>	<p><b>Introduction to spreadsheets</b> KLP:</p> <ul style="list-style-type: none"> <li>Answering questions by using spreadsheets to organise and calculate data.</li> </ul>	<p><b>3D modelling</b> KLP:</p> <ul style="list-style-type: none"> <li>Planning, developing, and evaluating 3D computer models of physical objects.</li> </ul>	<p><b>Sensing</b> KLP:</p> <ul style="list-style-type: none"> <li>Designing and coding a project that captures inputs from a physical device.</li> </ul>
----------------------	---	--	---	---	--	--

