

AGE PHASE	YEAR GROUP	AUTUMN		SPRING		SUMMER	
KS1	1	Programming <i>Programming physical and digital toys to perform specific actions. Understand that computers are controlled by sequences of instructions.</i>		Online safety & Computer skills	Word Processing <i>Enter and print text, save and retrieve work.</i>	Data handling <i>Create graphs using digital tools.</i>	Computer modelling <i>Explore how computer models work. Models can be used to make real or imaginary environments, situation or scenarios. Understand the differences between representations and their counterparts.</i>
	2	Online safety	Email <i>Explore how email is transmitted and that it can be used to communicate over distances. Read, compose and reply to email correspondence.</i>	Internet searches <i>Use the internet to search for answers. Checking multiple sources to verify accuracy of information.</i>	Animation <i>Explore stop frame animation through storytelling.</i>	Programming using Scratch <i>Create simple animations using algorithms.</i> <i>Repeats, movement, talking</i>	
LKS2	3	Online safety Internet and the world wide web	Email (Y2 unit) <i>Explore how email is transmitted and</i>	Computer simulations <i>Understand that computer</i>	Spreadsheets <i>Using a spreadsheet to add amounts.</i>	Programming <i>Create animations using algorithms. Changing co-ordinates, switch costumes, sounds.</i>	

		<i>The difference between the internet and world wide web. Using web and search engines safely and effectively.</i>	<i>that it can be used to communicate over distances. Read, compose and reply to email correspondence.</i>	<i>simulations can represent real and imaginary situations. Compare simulations to real life situations.</i>	<i>Creating graphs. Use</i>		
	4	Online Safety	Email <i>Use email to send and receive messages. How to use email safely. Work together on a shared project via email.</i>	Computer networking <i>Exploring the difference between the internet and world wide web. Using web and search engines safely.</i>	Data handling <i>Digitally representing data on computers. How data is stored and manipulated using databases.</i>	Programming <i>Algorithms, repetition/loops, conditional statements (if)</i>	Animation <i>Design and create computer animations. Explore narrative and combining them with artwork.</i>
UKS2	5	Online safety Email <i>Use email to send and receive messages. How to use email safely. Work together on a shared project via email.</i>	Data handling (Y4 unit) <i>Digitally representing data on computers. How data is stored and manipulated using databases.</i>	Programming <i>Scratch game development. Conditionals and data, iteration, incremental development.</i>	<i>Game creator</i>	Cryptography <i>Learn about encryption and decryption using cyphers. Learn about a number of different methods. Understand the need for secure communications.</i>	Using HTML
	6	Programming <i>Scratch. Conditionals and data,</i>	Networking <i>Ivestigating how the internet and</i>	Online Safety	Data handling <i>Introduction ton spreadsheets. Learn how to enter</i>	App development <i>Learn the value and vaious uses of apps in modern life. Extend programming skills.</i>	

		<i>iteration, incremental development and systematic testing.</i>	<i>search engines work.</i>		<i>data and use formulae to calculate totals.</i>	
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2019-20 Computing Overview