St Bartholomew's C of E Primary School Computing Curriculum Overview



	Autumn 1 Au	tumn 2	Spring 1		Spring 2		Summer 1	Summer 2		
	Who am I and where do I belong? Electronic toys (xmas), talking tins, cameras, light boxes, laptops, toy tablets • Remember rules without an adult to remind them. • Match their developing physical skills to tasks and activities in the setting. • Explore how things work.		Where do I go and how do I get there? Torches, metal detectors, walkie talkie, laptops, toy tablets Show resilience and perseverance in the face of challenge. Know and talk about factor that support their health and wellbeing (screen time) Explore, use and refine a variety of artistic effects to express their ideas and feelings.				What can I see and how does it change? Beebots, remote control items, laptops, toy tablets, Ipads lessons • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.			
	Although computing is not discreetly taught through EYFS the understanding of switches and how things work, the use of electronics to communicate, the idea of pressing buttons to make things move, taking photographs, toy tablets to match their phonic knowledge are all building block of learning they need to understand before they begin the computing curriculum in year 1. Reception are also using lpads in small groups in Summer term to prepare them for year 1.									
1	<u>Creativity</u> We are digital artists Paint 3D	Text Getting to know your computer		<u>Tex</u> Beginning Tux typ	to type	Compute	<u>Text</u> <u>Let's type</u> r/Word processing Skills	<u>Coding</u> We are treasure hunters BeeBots		
2	<u>Text</u> (year 2) All about me Word	<u>Coding</u> <u>We are astronauts</u> Scratch		<u>Tex</u> (year 2) Londor PowerF	n Landmarks	Media We are animators Stop motion studio		Online Safety We are safe researchers PowerPoint		
3	<u>Text</u> (year 3) Anglo-Saxon Facts Word	Coding We are game testers Scratch		Med We are pre iMov	esenters		Online Safety e are who we are PowerPoint	Coding We are programmers Scratch		
4	<u>Text</u> (year 4) Victorians Word	Computational Thinking We are bug fixers Scratch		<u>Med</u> We are m Garagel	usicians	Online Safety We are bloggers Word press		<u>Coding</u> <u>We are software developers</u> Scratch		
5	Text (year 5) Me and my life Word			<u>Online Safety</u> <u>We are web developers Google chrome</u>			<u>Coding</u> <u>We are makers</u> Micro:bit			
6	<u>Text</u> (year 6) My story so far Word			<u>Online Safety</u> <u>We are connected</u> Blogger			<u>Coding</u> Lego Prime (needs planning)			

E-safety coverage overview through Project Evolve

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Self-image and Identity	Online Relationships	Online Reputation Safer internet day!	Managing Online Information	Health, Well-being and Lifestyle	Copyright and Ownership Safety week!
(3)		Tuesday 10 th February 2026 Online Bullying ①			Privacy and security ①
Self-Image and Identity	Online Relationships	Online Reputation Safer internet day! Online Bullying	Managing Online Information	Health, Well-being and Lifestyle	Copyright and Ownership Safety week! Oheron Copyright and Ownership Oheron Copyright and