

Year Group Computing Coverage – Whole School Overview 2023 onwards

Year Group	Unit Title	Lesson Titles/ Objectives
1	Digital Literacy & E-Safety Y1 Objectives Unit	<ul style="list-style-type: none"> ▶ Understand the rules and responsibilities outlined by the school's acceptable use policy and begin to understand where to go for help when they have concerns. ▶ Develop an understanding of how to keep their personal information private and understand they need to use technology safely and respectfully.
1	Computing Systems & Networks – Technology Around Us	<ul style="list-style-type: none"> ▶ Identify the parts of a computer. ▶ To know what the different parts are used for.
1	Creating Media – Digital Painting	<ul style="list-style-type: none"> ▶ To recognise the different paint tools on a computer. ▶ To know how to use them.
1	Programming A – Moving a robot	<ul style="list-style-type: none"> ▶ To combine direction commands to make sequences. ▶ To plan a simple program.
1	Data & Information – Grouping Data	<ul style="list-style-type: none"> ▶ To decide on how best to group objects ▶ To create simple diagrams of collected data.
1	Creating Media – Digital Writing	<ul style="list-style-type: none"> ▶ Understand the uses of the different keys on a keyboard. ▶ Use the keyboard to type words and change the size and font of words.
1	Programming B – Introduction to Animation	<ul style="list-style-type: none"> ▶ To run a program that they have created themselves ▶ To make changes to programs that that have created themselves.

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2	Digital Literacy & E-Safety Y2 Objectives Unit	<ul style="list-style-type: none"> ▶ Know their responsibilities from their school's acceptable use policy and how to report any concerns they have. ▶ Recognise situations using technology and the internet involving content and contact that are not safe and know where to go for help.
2	Computing Systems – Using IT in different ways	<ol style="list-style-type: none"> 1. What is IT? 2. Using IT in schools 3. Using IT out in the world 4. What are the benefits of IT? 5. Using IT safely 6. Using IT in different ways
2	Creating Media – Digital Images/Photography	<ol style="list-style-type: none"> 1. Taking digital photographs 2. Using landscape and portrait effectively 3. Understanding and demonstrating what makes a good photograph 4. Lighting in photographs 5. Effects for editing photographs 6. Images – real or not real?
2	Data & Information – Creating Presentations	<ol style="list-style-type: none"> 1. Creating folders 2. What is a presentation? 3. New slides and slide layout 4. Adding and formatting an image 5. Reordering slides and presenting 6. Searching & printing
2	Creating Media – Making Music	<ol style="list-style-type: none"> 1. How music makes us feel 2. Rhythms and patterns 3. How music can be used 4. Notes and tempo 5. Creating digital music 6. Reviewing and editing music

2	Data & Information – Creating Pictograms	<ol style="list-style-type: none">1. Counting and comparing2. Entering data3. Creating pictograms4. What is an attribute?5. Comparing people6. Presenting information
2	Programming – Robot Algorithms [may include use of Scratch Junior]	<ol style="list-style-type: none">1. Giving Instructions2. Same but different with sequences3. Making predictions4. Mats and routes5. Algorithm design6. Break it down for a larger programming task

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3	E-Safety & Digital Literacy	<ul style="list-style-type: none"> ▶ Use technology safely and respectfully and have an understanding of how to keep information secure. ▶ Realise the importance of reporting any concerns they have using the internet and other communication technologies, and know some ways in which they can do it. ▶ Develop an understanding of what is acceptable and unacceptable online behaviour. ▶ Realise that not all information on the internet is trustworthy and there is a need to verify its reliability. <p>See T.Drive Document <i>“Digital Literacy Overview - to support Autumn Term E-Safety Coverage”</i> for additional information about Year 3 E-Safety and Digital Literacy Coverage Expectations.</p>
3	Computing Systems – Connecting Computers	<ol style="list-style-type: none"> 1. To explain how digital devices function 2. To recognise how digital devices change the way we work 3. To explain how a computer network can be used to share information 4. To explore how devices can be connected
3	Creating Media & Programming – Animation	<ol style="list-style-type: none"> 1. To explain that animation is a sequence of drawings or photographs 2. To relate animated movement with a sequence of images 3. To plan an animation 4. To identify the need to work consistently and carefully 5. To review and improve an animation 6. To evaluate the impact of adding other media to an animation

3	Creating Media – Desktop Publishing	<ol style="list-style-type: none">1. To recognise how text and images convey information2. To recognise that text and layout can be edited3. To choose appropriate page settings4. To add content to a desktop publishing publication5. To consider how different layouts can suit different purposes6. To consider the benefits of desktop publishing
3	Data & Information – Branching Databases	<ol style="list-style-type: none">1. To create questions with yes/no answers2. To identify the object attributes needed to collect relevant data3. To create a branching database4. To explain why it is helpful for a database to be well structured5. To identify objects using a branching database6. To compare the information shown in a pictogram with a branching database

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4	E-Safety & Digital Literacy	<ul style="list-style-type: none"> ▶ Use technology respectfully, responsibly and safely, knowing how to keep their information and passwords secure. ▶ Know different ways of reporting concerns about content and contact involving the internet and other communication technologies. ▶ Have a greater understanding of what is acceptable and unacceptable online behaviour. ▶ Start to develop strategies to verify the reliability and accuracy of information on the internet and develop an awareness of copyright. <p>See T.Drive Document <i>“Digital Literacy Overview - to support Autumn Term E-Safety Coverage”</i> for additional information about Year 4 E-Safety and Digital Literacy Coverage Expectations.</p>
4	Computing Systems & Networks – The Internet	<ol style="list-style-type: none"> 1. To describe how networks physically connect to other networks 2. To recognise how networked devices make up the internet 3. To outline how websites can be shared via the World Wide Web [WWW] 4. To describe how content can be added and accessed on the WWW. 5. To recognise how the content of the WWW is created by people 6. To evaluate the consequences of unreliable content
4	Creating Media – Audio Editing	<ol style="list-style-type: none"> 1. To identify that sound can be digitally recorded 2. To use digital devices to record sound 3. To explain that a digital recording is stored as a file 4. To explain that audio can be changed through editing 5. To show that different types of audio can be combined and played together

4	Creating Media – Photo editing	<ol style="list-style-type: none"> 1. To explain that digital images can be changed 2. To change the composition of an image 3. To describe how images can be changed for different uses 4. To make good choices when selecting different tools 5. To recognise that not all images are real 6. To evaluate how changes can improve an image
4	Data & Information – Data Logging	<ol style="list-style-type: none"> 1. To explain that data gathered over time can be used to answer questions 2. To use a digital device to collect data automatically 3. To explain that a data logger collects ‘data points’ from sensors over time 4. To use data collected over a long duration to find information 5. To identify data needed to answer questions 6. To use collected data to answer questions
4	Programming with Shapes	<ol style="list-style-type: none"> 1. To identify that accuracy in programming is important 2. To create a programme in a text-based language 3. To explain what repeat means

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5	E-Safety & Digital Literacy	<ul style="list-style-type: none"> ▶ Use technology safely, respectfully and responsibly and continue to develop skills to identify risks involved with contact and content including developing an understanding of digital footprints. ▶ Know a range of ways of reporting concerns about content and contact involving the internet and other communication technologies. ▶ Understand what acceptable and unacceptable online behaviour is. ▶ Use strategies to verify the reliability and accuracy of information on the internet and understand copyright. <p>See T.Drive Document <i>“Digital Literacy Overview - to support Autumn Term E-Safety Coverage”</i> for additional information about Year 5 E-Safety and Digital Literacy Coverage Expectations.</p>
5	Computing Systems & Networks – Sharing Information and Web Searching	<ol style="list-style-type: none"> 1. To explain that computer can be connected together to form systems 2. To recognise the role of computer systems in our lives 3. To identify how to use a search engine 4. To describe how search engines select results 5. To explain how search results are ranked 6. To recognise why the order of results is important and to whom
5	Media – Vector Drawing	<ol style="list-style-type: none"> 1. To identify that drawing tools can be used to produce different outcomes 2. To create a vector drawing by combining shapes 3. To use tools to achieve a desired effect 4. To recognise that vector drawings consist of layers 5. To group objects to make them easier to work with 6. To evaluate my vector drawing
5	Media – Video Editing	<ol style="list-style-type: none"> 1. To explain what makes a video effective 2. To identify digital devices that can record video 3. To capture video using a range of techniques 4. To create a storyboard 5. To identify that video can be improved through re-shooting and editing

5	Data & Information - Flat-File Databases	<ol style="list-style-type: none">1. To use a form to record information2. To compare paper and computer-based databases3. To outline how grouping and then sorting data allows us to answer questions4. To explain that tools can be used to select specific data5. To explain that computer programs can be used to compare data visually6. To apply knowledge of a database to ask and answer real-world questions
5	Programming & Physical Computing [Use Crumble, crumble simulator or Alternative]	<ol style="list-style-type: none">1. To control a simple circuit connected to a computer2. To write a program that includes count-controlled loops3. To explain that a loop can stop when a condition is met4. To explain that a loop can be used to repeatedly check whether a condition is met

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6	E-Safety & Digital Literacy	<ul style="list-style-type: none"> ▶ Be competent users of technology using it safely, respectfully and responsibly and know about digital footprints and 'strong' passwords. ▶ Demonstrate that they can identify the risks involved with content and contact and they know a wide range of ways of reporting any concerns they have. ▶ Understand what acceptable and unacceptable online behaviour is. ▶ Use strategies to verify and evaluate the reliability and accuracy of information on the internet and understand what copyright and plagiarism is and how it relates to their work. <p>See T.Drive Document <i>"Digital Literacy Overview - to support Autumn Term E-Safety Coverage"</i> for additional information about Year 6 E-Safety and Digital Literacy Coverage Expectations.</p>
6	Media – Webpage Design	<ol style="list-style-type: none"> 1. To review an existing website and consider its structure 2. To plan the features of a webpage 3. To consider the ownership and use of images (copyright) 4. To recognise the need to preview pages 5. To outline the need for a navigation path 6. To recognise the implications of linking to content owned by other people
6	Programming - Quizzes	<ol style="list-style-type: none"> 1. To explain how selection is used in computer programs 2. To relate that a conditional statement connects a condition to an outcome 3. To explain how selection directs the flow of a program 4. To design a program which uses selection 5. To create a program which uses selection 6. To evaluate my program

6	Data & Information – Spreadsheets & Event Planning	<ol style="list-style-type: none">1. To identify questions which can be answered using data2. To explain that objects can be described using data3. To explain that formulas can be used to produce calculated data4. To apply formulas to data, including duplicating5. To create a spreadsheet to plan an event6. To choose suitable ways to present data
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