



### St. Cuthbert's Computing Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS (Class 1)	<p style="text-align: center;">Technology in our Lives</p> <p>Understanding the world Speaking People, Culture and Communities</p> <p>Writing The natural world Speaking Creating with materials</p> <p>Self-confidence and self-awareness Building relationships Managing self regulation Numerical patterns Speaking</p> <p>Speaking Building relationships Past and present Use of technology Number</p> <p style="text-align: center;">Multimedia</p> <p style="text-align: center;">Programming</p> <p style="text-align: center;">Handling data</p> <p style="text-align: center;">In EYFS, the Computing curriculum is integrated throughout the year, with children exploring key areas such as technology, programming, multimedia, and data handling in a fun and interactive way. These concepts are taught through hands-on activities that also support development in speaking, writing, self-confidence, and understanding the world around them, helping children build a strong foundation for using technology in everyday life.</p>					



Class 2	Computer systems IT around us	Online safety Internet safety	Digital media Digital music	Online safety Privacy and security	Programming Robot algorithms	Online safety Relationships communication
Class 3 Year 2/3)	Computer systems Connecting computers	Online Safety Internet safety	Digital media Stop-frame animation	Online Safety Privacy and security	Programming Sequencing sounds	Online Safety Self Image and Identity
Class 4 (Year 4/5)	Computer systems The Internet	Online Safety Privacy and security	Digital media Audio/Video production	Online Safety Cyber bullying	Programming Repetition in shapes	Online Safety Digital footprint and reputation
Class 5 (Year 6)	Computer systems Communication and collaboration	Online Safety Self-image and identity	Digital media Web page creation	Online Safety Information literacy	Programming Sensing movement	Online Safety Creative credit copyright

Digital Literacy: This focuses on teaching students how to use and engage with digital tools responsibly, effectively, and safely. It includes understanding how to create, investigate, and share digital content.

Information Technology: This involves the practical use of computer systems to create, organise, store, and present digital content. It often includes working with multimedia tools to create digital media projects like images, videos, and presentations.

While Programming involves writing code to create software, and Online aspects refer to internet safety and responsible use, these categories are not typically where digital media would be classified.