St. John's C. of E.
Blackpool's First Free School 1817

2024-25 COMPUTING OVERVIEW

EYFS	Computational Thinking	PROGRAMMING A	DATA AND INFORMATION	PROGRAMMING B
		All About Instructions Receive and give instructions and understand the importance of precise instructions	**Introduction to Data** Sort and categorise data	**Programming Bee-Bots** Learn about directions, experiment with programming a Bee-bot and tinker with hardware
YEAR 1	COMP SYSTEMS & NETWORKS	CREATING MEDIA	PROGRAMMING A	PROGRAMMING B
	Technology Around Us Recognising technology in school and using it responsibly.	**Digital Painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Moving a Robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Programming Animations** Designing and programming the movement of a character on screen to tell stories.
YEAR 2	COMP SYSTEMS & NETWORKS	PROGRAMMING A	DATA AND INFORMATION	PROGRAMMING B
	IT Around Us Identifying IT and how its responsible use improves our world in school and beyond.	**Robot Algorithms** Creating and debugging programs, and using logical reasoning to make predictions.	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Programming Quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
YEAR 3	COMP SYSTEMS & NETWORKS	CREATING MEDIA	PROGRAMMING A	PROGRAMMING B
	Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Sequencing Sounds** Creating sequences in a block-based programming language to make music.	**Events and Actions in Programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.
YEAR 4	COMP SYSTEMS & NETWORKS	CREATING MEDIA	PROGRAMMING A	PROGRAMMING B
	The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Audio Editing** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Repetition in Shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Repetition in Games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
YEAR 5	COMP SYSTEMS & NETWORKS	PROGRAMMING A	DATA AND INFORMATION	PROGRAMMING B
	Systems and Searching Recognising IT systems around us and how they allow us to search the internet.	**Selection in Physical Computing** Exploring conditions and selection using a programmable microcontroller.	**Flat-file Databases** Using a database to order data and create charts to answer questions.	**Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz.
YEAR 6	COMP SYSTEMS & NETWORKS	DATA AND INFORMATION	PROGRAMMING A	PROGRAMMING B
	Communication Identifying and exploring how data is transferred and information is shared online.	**Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**Variables in Games** Exploring variables when designing and coding a game.	**Sensing Movement** Designing and coding a project that captures inputs from a physical device.