Streethay Primary School

Computing Unit Overview

Year	Autumn 1	Autumn 2	Spring 1	Safer Internet Day 10th February 2026	Spring 2	Summer 1	Summer 2
1	**iPad and Showbie Skills** Bespoke unit teaching the children how to use the basic features of an iPad and of Showbie. Can they gain their digital passport?	**iAlgorithm** This unit introduces the concept of algorithms being a set of instructions that can be followed to complete a task. Activities are mainly unplugged to support children's understanding.	**iModel** In this unit pupils explore how computer models work and understand they can be used to represent real or imaginary environments, situations and scenarios. They will begin to understand the differences between representations and their original counterparts, as well as their uses and limitations	**iSafe** The unit helps children understand the risks associated with sharing personal information online and how to make informed choices.	**iDraw** In this unit, children explore and develop skills using digital tools to create and edit graphical art.	**iLearnAI** This unit introduces children to the concept of Artificial Intelligence. The children learn that AI is all around them and is trained by people. They explore its potential and begin to understand its limitations.	**iProgram - 1** This unit introduces the children to algorithms and simple programming. It uses the context of programming physical and virtual toys to perform specific actions. It develops understanding that computers are controlled by sequences of instructions and that they need more precise instructions than humans.
2	**iProgram - 1** This unit introduces the children to a visual programming language: Scratch. Using the context of art and drawing, the children will be engaged in creatively developing simple animations.	**iSearch** In this unit the children will learn how to use the internet to find out answers to questions relating to space and the solar system. They will also learn the importance of verifying the accuracy of information given on the internet and how to check multiple sources before answering questions.	**iAnimate** In this unit, the children explore stop frame animation through story telling. The children will explore creating narratives and combining them with images to make their own short, animated scenes.	**iSafe** The unit helps children understand the risks associated with sharing personal information online and how to make informed choices.	**iPub** In this unit the children research the remarkable advances computing and technology has made throughout time. They present their findings and develop digital literacy skills by producing multi-media interactive eBooks.	**iBlog** In this unit the children develop their writing and digital literacy skills by learning how to craft blog posts and address questions.	**iProgram2** In this unit, the children explore coding and computational thinking practices using Scratch Jr.
3	**iProgram** Developing computational thinking and programming animations with Scratch	**iSimulate** Exploring computer simulations, investigating options and testing predictions	**iNetwork** Exploring networks and learning how digital devices are connected together to form them	**iSafe** The unit helps children understand the risks associated with sharing personal information online and how to make informed choices.	**iData** Exploring databases to find information out and add records.	**iConnect** Learning about the Internet and World Wide Web	**iPodcast** Creating and editing audio podcasts
4	**iProgram - 1** Developing computational thinking and creating programs with Scratch	**iData** Exploring data representation with databases	**iAnimate** Combining narrative and artwork to create computer animations	**iSafe** The unit helps children understand the risks associated with sharing personal information online and how to make informed choices.	**iLearnAI** Introduction to Artificial Intelligence	**iPhotoEdit** Exploring digital photo editing and AI generated images	**iProgram - 2** Developing computational thinking and programming skills to investigate angles and navigate mazes
5	**iProgram - 1** Developing computational thinking and programming animations with Scratch	**iDraw** Vector drawing Exploring how images are made from shapes and lines	**iCrypto** Cryptography Exploring data encryption	**iSafe** The unit helps children understand the risks associated with sharing personal information online and how to make informed choices.	**iModel** Exploring 3D digital modelling Designing and constructing 3D models	**iEditVideo** Video production and editing	**iProgram - 2** Developing computational thinking and programming with Kodu
6	**iProgram - 1** Designing and developing programs with Scratch .	**iNetwork** Networks, data representation, HTML/CSS	**iLearnAI** Introduction to Artificial Intelligence	**iSafe** The unit helps children understand the risks associated with sharing personal information online and how to make informed choices.	**iApp 1** Designing and developing apps with Bitsbox	**iMicro:Bit** Programming physical devices using micro:bits	**iModel** Introducing 3d computer modelling