

Computing Yearly Overview

Year Groups	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<u>Autumn</u> Photographs using camera	<u>Nursery Rhymes/ Winter</u> CD player – volume control IWB to create pictures	<u>Hospitals/ 3 Billy Goats Gruff</u> Use a phone to call for help Move characters on an IWB	<u>The Farm</u> Friction toys – movement and directional language	<u>Minibeasts</u> Beebots – press buttons to make it move	<u>Dinosaurs</u> Talk through information found on a computer
Reception	<u>Superheroes</u> Make Beebots move – link to Supertato	<u>Animals</u> Beebots – using the clear button between each move	<u>Animals</u> Direct Beebots across a mat using correct positional language	<u>Animals</u> Direct Beebots across a mat using correct positional language	<u>Keyboards</u> Typing own name on a computer	<u>Photographs</u> Children take photos of specific objects/models
Year 1	<u>Bee Bots</u> Create an algorithm for a programmable toy	<u>Exploring Purple Mash - Communication</u>	<u>Maze Explorers</u> – create a maze game	<u>Animated Stories</u> – create an e-book	<u>Coding</u> – using code blocks to program	<u>Coding</u> – using code blocks to program
Year 2	<u>Effective Searching and Online Safety</u>	<u>Spreadsheets</u> – additional link in maths due to production	<u>Questioning</u>	<u>Presenting Ideas</u>	<u>Creating Pictures</u>	<u>Coding</u>
Year 3	<u>Google Docs/Sheets/Slides</u>	<u>Coding</u>	No unit due to outdoor learning?	<u>Presenting</u>	<u>Touch Typing</u>	<u>Branching Databases</u>
Year 4	<u>Coding</u>	<u>Microbits</u>	<u>Effective Searching and Logos</u>	No unit due to production	<u>Making Music</u>	<u>Animation and Hardware investigation</u>
Year 5	<u>Game Creators</u>	<u>Word Processing</u> – Google Docs	<u>Spreadsheets</u>	<u>Databases</u>	<u>Micro-bits</u>	<u>Concept Maps</u>
Year 6	<u>Python in Pieces</u>	<u>Coding</u>	<u>Understanding Binary</u>	<u>Networks</u>	<u>Quizzing</u>	<u>Touch Typing</u> – due to production

