Whole School Overview

Full planning and resources available at:
https://teachcomputing.org/curriculum/key-stage-1
https://teachcomputing.org/curriculum/key-stage-2
You can make a free account when you follow this link:
https://ncce.stem.org.uk/user/register?from=NCCE&_ga=2.15709046.1130365581.1625666999-1717758418.1615994485

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R **Computing learning activities** **The order of this can change**	Marvellous Me 1. Creating self-portraits in paint app 2.Taking photos using iPads of each other 3. Staying safe online – keep info private playing online	Zoom, Zoom, Zoom! 1.Watching space exploration videos	The Tiger's Adventure 1.Google earth and google maps/ street view 2.Beebot routes linked to map work	All Creatures Great and Small 1.Top marks interactive animal and habitat sorting game 2. Phones, till, keyboard in role-play vets and shops	Watch Me Grow Doodle buddy app	Teddy Bear's Picnic Keyboard skills Beebots
Year 1	**Into the woods** Technology around us Recognising technology in school and using it responsibly	**Light and Dark** Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	**Once upon a time** Moving a robot (Beebots) Writing short algorithms and programs for floor robots, and predicting program outcomes	**Are we there yet?** (transport and toys) Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. Doodle Buddy app	**Under the sea** Programming animations Designing and programming the movement of a character on screen to tell stories.	**Hot or Cold?** Grouping data Exploring object labels, then using them to sort and group objects by properties.
Year 2	**Once upon a time…or is it?** Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions. Beebots and Probot cars	**The Great Fire of London** Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	**A Village in Africa** Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	**Superheroes** Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	**How does your garden grow?** Digital photography Capturing and changing digital photographs for different purposes	**Happy to be me!** Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. (Garage band app)
Year 3	**Shake Rock and Roll!** Connecting computers Identifying that digital	**Magic and Wonder!** Sequencing sounds Creating sequences in a	**Whose afraid of the dark?** Stop-frame animation Capturing and editing	**We came, we saw, we conquered!**	**Food, Glorious, Food** Events and actions in programs Writing	**Cracking Contraptions** Branching databases Building and using

	devices have inputs, processes, and outputs, and how devices can be connected to make networks.	block-based programming language to make music. https://code.org/dance (Hour of code – Dance party)	digital still images to produce a stop-frame animation that tells a story	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	algorithms and programs that use a range of events to trigger sequences of actions.	branching databases to group objects using yes/no questions.
Year 4	**Raging Rivers** The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Ancient Egyptians** Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	**Listen to the beat!** Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation. Data loggers	**All the fun of the fair** Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	**The Grand tour of Europe** Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Why do people migrate?** Audio editing Capturing and editing audio to produce a podcast, ensuring that copyright is considered
Year 5	**Local Heroes and villains** Sharing information Identifying and exploring how information is shared between digital systems.	**Stargazers** Selection in physical computing Exploring conditions and selection using a programmable microcontroller. Crumbles	**Sweet like chocolate!** Flat-file databases Using a database to order data and create charts to answer questions.	**Your world needs you!** Selection in quizzes Exploring selection in programming to design and code an interactive quiz.	**Amazing animals - including us!** Vector drawing Creating images in a drawing program by using layers and groups of objects.	**Blue Planet (Coasts)** Video editing Planning, capturing, and editing video to produce a short film
Year 6	**Freedom and Rights** Internet communication Recognising how the WWW can be used to communicate and be searched to find information.	**Bombs, battles and bravery** Sensing Designing and coding a project that captures inputs from a physical device. Micro-bits	**It's all Greek to me** Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. (Using hyperlinks in PowerPoint)	**Differences?** Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	**Survival** Variables in games Exploring variables when designing and coding a game.	**The Big Finale** 3D modelling Planning, developing, and evaluating 3D computer models of physical objects.