

Computer Overview

Autumn 1 (8 weeks)	Autumn 2 (7 weeks)	Spring 1 (6 weeks)	Spring 2 (6 weeks)	Summer 1 (5 weeks)	Summer 2 (7 weeks)
EYFS					
<p>Select the Area of Learning and Development you want to use resources to support and you will find suggested resources (on both Mini Mash and Purple Mash) and practical ideas and activities for using the resources to meet the Early Learning Goal.</p> <p>Although computing is not a statutory part of the EYFS curriculum/development matters, it is good practice to deliver lessons on E-safety, as well as computer literacy to children in the EYFS.</p> <p>Wherever possible, children should be given the opportunity to develop their computing skills.</p>		<p>Communication and language</p> <ul style="list-style-type: none"> -Being Imaginative -Listen and Attention -Speaking -Understanding 	<p>Literacy</p> <ul style="list-style-type: none"> -Reading -Writing <p>Mathematics</p> <ul style="list-style-type: none"> -numbers -Shape, Space and Measure 	<p>Understanding the World</p> <ul style="list-style-type: none"> -People and Communities -Technology -The World <p>Expressive Arts</p> <ul style="list-style-type: none"> -Being Imaginative -Exploring and Using Media 	<p>Physical Development</p> <ul style="list-style-type: none"> -Health and Self Care <p>PSED</p> <ul style="list-style-type: none"> -Making Relationships -Self-confidence and Self-awareness
Year 1					
Digital Literacy	Digital Literacy	Computer Science	Information Technology	Information Technology	Computer Science
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Recognise common uses of information technology beyond school.	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
		Create and debug simple programs.			Create and debug simple programs.
		Use logical reasoning to predict the behaviour of simple programs.			Use logical reasoning to predict the behaviour of simple programs.
E-safety - Going places Safely Weeks – 1 (Part of Digital Literacy)	E-safety - A-B-C Searching Weeks – 1 (Part of Digital Literacy)	2Type – First Steps – Home, top and bottom rows - Bottom row keys (1-3) (Part of Digital Literacy)	E-safety - Keep it Private Weeks – 1 (first week of term) (Part of Digital Literacy)	E-safety - My Creative Work Weeks – 1 (first week of term) (Part of Digital Literacy)	E-safety - Sending E-Mail Weeks – 1 (first week of term) (Part of Digital Literacy)
How to use Chromebooks (use of track pads)	2Type – First Steps – Home, top and bottom row keys. (Consolidation) Home keys 1-3 (Part of Digital Literacy)	Week 2-4 Coding and Computational Thinking Unit 1.5 Maze Explorers Weeks – 4	2Type – First Steps – Home, top and bottom rows - Bottom row keys (1-3) (Part of Digital Literacy)	2Type – First Steps – Home, top and bottom rows - Top row keys (1-3) (Part of Digital Literacy)	2Type – First Steps – Home, top and bottom rows - Mixed keys (1-3) (Part of Digital Literacy)
2Type – First Steps – Home, top and bottom row keys. (Consolidation)					

(Home keys 1-3) (Part of Digital Literacy)	Communication and networks Unit 1.9 Technology outside school Weeks – 2 Programs – Various	Programs – 2Go E-safety - Internet safety week Weeks – 5 (coincide with E-safety week) (Part of Digital Literacy)	Art and Design Unit 1.6 Animated Story Books Weeks – 4 Programs – 2Create A Story	Spreadsheets Unit 1.8 Spreadsheets Weeks – 3 Programs – 2Calculate	Coding and Computational Thinking Unit 1.7 Coding Weeks – 6 Programs – 2Code
Communication and networks Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various	Coding and Computational Thinking Unit 1.2 Grouping & Sorting Weeks – 2 Programs – 2DIY		Consolidate this module – Combine lessons 2 and 3.	Databases and Graphing Unit 1.3 Pictograms Weeks – 3 Programs – 2Count	
(As part of continuous provision)					
Digital Literacy					

Year 2

Information Technology	Information Technology	Information Technology	Digital Literacy	Digital Literacy	Computer Science
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.
E-safety - Staying Safe Online Weeks – 1 (first week of term)	E-safety - Follow the Digital Trail Weeks – 1 (first week of term)	Week 1 - 2Type – Right hand keys Databases and Graphing Unit 2.4 Questioning Weeks – 3 Programs – 2Question, 2Investigate	E-safety - Screen Out the Mean Weeks – 1 (first week of term)	E-safety - Using Keywords Weeks – 1 (first week of term)	E-safety - Site I like Weeks – 1 (first week of term)
2Type – Left hand keys	2Type – Left hand keys (consolidate)	E-safety - Internet safety week Weeks – 5 (coincide with E-safety week)	2Type – Right hand keys (Consolidate)	2Type – Shift key and space bar	2Type – Shift key and space bar (Consolidate)
Spreadsheets – Use ‘Crash Course’ Planning. Unit 2.3 Spreadsheets Weeks – 4 Programs – 2Calculate	Art and Design Unit 2.6 Creating Pictures Weeks – 5 Programs - 2PaintAPicture		Writing and Presenting Unit 2.8 Presenting Ideas Weeks – 4 Programs – Various	Internet and Email Unit 2.5 Effective Searching Weeks – 3 Programs – Browser	Coding and Computational Thinking – Use crash course planning Unit 2.1 Coding Weeks – 5 Programs – 2Code
	Music			Music Unit 2.7	

Internet and Email Unit 2.2 Online Safety Weeks – 2 Lessons 1 and 3 Programs – Various (Digital Literacy)	Unit 2.7 Making Music Weeks – 3 Programs – 2Sequence Lesson 1			Making Music Weeks – 2 Programs – 2Sequence Lessons 2 and 3	
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Year 3

Spreadsheets - Information Technology	Digital Literacy	Computer Science	Information Technology	Information Technology	Computer Science
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems ; solve problems by decomposing them into smaller parts	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
E-safety - Powerful Passwords Weeks – 1 (first week of term) Writing and Presenting Unit 3.4 Touch Typing Weeks – 2 Programs – 2Type lessons 1 , 2 , , then combine 3 and 4 (Digital Literacy) Spreadsheets Unit 3.3 Spreadsheets Weeks – 3 Programs – 2Calculate	E-safety - My On-line Community Weeks – 1 (first week of term) Week 2 Unit 3.4 - lesson 1 Internet and Email Unit 3.5 Email (including email safety) Weeks – 6 Programs – 2Email, 2Connect, 2DIY	Week 1 – 2Type - Unit 3.4 - lesson 2 Communication and networks Unit 3.7 Simulations Weeks – 3 Programs – 2Simulate, 2Publish E-safety - Internet safety week Weeks – 5 (coincide with E-safety week) Internet and Email Unit 3.2 Online safety (lesson 1) Weeks – 1 Programs – Various	E-safety - Things for Sale Weeks – 1 (first week of term) Week 2 Unit 3.4 - lesson 3 Databases and Graphing Unit 3.6 Branching Databases Weeks – 4 Programs – 2Question Internet and Email Unit 3.2 Online safety (lesson 3) Weeks – 2 Programs – Various	E-safety - Show Respect Online Weeks – 1 (first week of term) Week 2 Unit 3.4 - lesson 4 Databases and Graphing Unit 3.8 Graphing Weeks – 2 Programs – 2Graph Internet and Email Unit 3.2 Online safety (lesson 2) Weeks – 1 Programs – Various Digital Literacy	E-safety - Writing Good Emails Weeks – 1 (first week of term) Week 2- 2Type – Typing game (teacher's choice) Coding and Computational Thinking Unit 3.1 Coding Number of Weeks – 6 Main Programs - 2Code

Year 4

Information Technology	Computer Science	Digital Literacy	Information Technology	Information Tech	Computer Science
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	<p>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p>understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration – Hardware Investigators.</p>	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	<p>Unit 4.6</p> <p>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p> <p>Unit 4.7</p> <p>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p>	<p>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>
<p>E-safety - Rings of Responsibility Weeks – 1 (first week of term)</p> <p>Week 2 – 2Type – Unit 3.4 Lesson 1</p> <p>Spreadsheets Unit 4.3 Spreadsheets Weeks – 6 Programs – 2Calculate (Use crash course)</p>	<p>E-safety - Private and Personal Information Weeks – 1 (first week of term)</p> <p>Week 2 Unit 3.4 - lesson 1</p> <p>Communication and networks Unit 4.8 Hardware Investigators Weeks – 2</p> <p>Computational Thinking Unit 4.5</p>	<p>Week 1 Unit 3.4 - lesson 2</p> <p>Weeks 2-4 Unit 4.2 Online Safety Weeks – 3</p> <p>E-safety - Internet safety week Week 5 (coincide with E-safety week)</p>	<p>E-safety - The Power of Words Weeks – 1 (first week of term)</p> <p>Week 2 Unit 3.4 - lesson 3</p> <p>Writing and Presenting Unit 4.4 Writing for different audiences Weeks – 5 Programs – 2Email, 2Connect, 2DIY</p>	<p>E-safety - The Key to Keywords Weeks – 1 (first week of term)</p> <p>Week 2 Unit 3.4 - lesson 4</p> <p>Art and Design Unit 4.6 Animation Weeks – 3 Programs – 2Animate (Information Tech)</p> <p>Internet and Email Unit 4.7</p>	<p>E-safety - Whose Is It, Anyway? Weeks – 1 (first week of term) Can use lesson 3 from unit 4.2 – Plagerism.</p> <p>Week 2 - 2-Type – moving on – Phrase exercises</p> <p>Coding and Computational Thinking Unit 4.1 Coding Number of Weeks – 6 Main Programs – 2Code</p>

	Logo Weeks – 4 Programs – Logo			Effective Search Weeks – 3 Programs – Browser	
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Year 5

Information Technology	Computer Science	Information Technology	Information Technology (5.4) Digital Literacy (Unit 5.2)	Information Technology 5.6 Digital Literacy Unit 5.2	Computer Science
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
E-safety - Strong Passwords Weeks – 1 (first week of term) Week 2 - 2-Type – moving on – Phrase exercises Spreadsheets Unit 5.3 Spreadsheets	E-safety - Digital Citizenship Pledge Weeks – 1 (first week of term) Week 2 - 2-Type – moving on – Phrase exercises (Consolidation) Art and Design	Week 1 - 2-Type – moving on – colours and numbers Writing and Presenting Unit 5.7 Concept Maps Weeks – 4 Programs – 2Connect E-safety - Internet safety week	E-safety - You've Won A Prize! Weeks – 1 (first week of term) Week 2 - 2-Type – moving on – Words from A-Z Unit 5.4 Databases	E-safety - How to Cite a Site Weeks – 1 (first week of term) Week 2 - 2-Type – moving on – Paragraphs Art and Design Unit 5.6 3D Modelling Weeks – 4	E-safety - Picture Perfect Weeks – 1 (first week of term) Week 2 - 2-Type – moving on – Paragraphs Coding and Computational Thinking Unit 5.1 Coding Number of Weeks – 6

Weeks – 6 Programs – 2 Calculate (Use crash course)	Unit 5.5 Game Creator Weeks – 5 Programs – 2 DIY 3D Databases and Graphing	Week 5 – 1 (coincide with E-safety week)	Weeks – 4 Programs – 2 Question, 2Investigate Unit 5.2 – E-Safety- Lessons 1 and 2	Programs – 2 Design and Make Unit 5.2 – E-Safety- Lessons 3	Main Programs – 2 Code
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Year 6

Information Technology	Computer Science	Computer Science, Digital literacy	Computer Science	Information Technology	Computer Science
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

<p>E-safety - Talking Safely Online Weeks – 1 (first week of term)</p> <p>Week 2 - 2-Type – moving on – Paragraphs (teacher’s choice from 16)</p> <p>Spreadsheets Unit 6.3 Spreadsheets Weeks – 5 Programs – 2Calculate (Use crash course planning)</p> <p>Unit 6.2 lessons 1</p>	<p>E-safety - Super Digital Citizen Weeks – 1 (first week of term)</p> <p>Week 2 - 2-Type – moving on – Paragraphs (teacher’s choice from 16)</p> <p>Coding and Computational Thinking Unit 6.1 Coding Number of Weeks – 6 Main Programs – 2Code</p>	<p>Week 1 - 2-Type – moving on – Paragraphs (teacher’s choice from 16)</p> <p>Weeks 2-4 Writing and Presenting Unit 6.4 Blogging Weeks – 3 Programs – 2Blog</p> <p>E-safety - Internet safety week Weeks – 5 (coincide with E-safety week)</p>	<p>E-safety - Privacy Rules Weeks – 1 (first week of term)</p> <p>Week 2 - 2-Type – moving on – Paragraphs (teacher’s choice from 16)</p> <p>Communication and networks Unit 6.6 Networks Weeks – 3</p> <p>Unit 6.2 – lesson 3 – e-safety.</p>	<p>E-safety - What’s Cyberbullying? Weeks – 1 (first week of term)</p> <p>Week 2 - 2-Type – moving on – Paragraphs (teacher’s choice from 16)</p> <p>Writing and Presenting Unit 6.7 Quizzing Weeks – 4 Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate</p>	<p>E-safety - Selling Stereotypes Weeks – 1 (first week of term)</p> <p>Week 2 - 2-Type – moving on – Paragraphs (teacher’s choice from 16)</p> <p>Coding and Computational Thinking Unit 6.5 Text Adventures Weeks – 5 Programs – 2Code, 2Connect</p>
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