



St Anne's (Stanley) C of E Primary & Nursery School Computing Curriculum Overview

	Autumn	Spring	Summer
EYFS	Understanding the world EYFS: technology Operating simple equipment: -Cd player -Listening station -Coding using Beebots -Using ipads to take photos and record video.	Typing using laptops and ipads Looking at the range of technology we have at school and at home (and studying their uses).	Choosing technology to use for a specific purpose.
Y1	Coding, Robotics and Gaming - algorithms and programming - Floor turtles and Sprites Digital Communications and the Web Discreet online safety- Creating own avatar and profile	Collecting, Exploring and Recording data - data and data representation – Pictogrammes and bar charts. Problem Solving Real World Technology - problem solving – Creating electronic games	Creating & sharing digital artefacts - creating digital artefacts – Talking Poster/Factfile Powerpoint Produce, Edit and Publish - creating digital content and media – Digital art and talking collages
Y2	Digital Communications and the Web - online safety - Digital ownership Produce, Edit and Publish - creating digital content and media – Creating a factual leaflet.	Creating & sharing digital artefacts - creating digital artefacts – Narrated movie using Google Earth Collecting, Exploring and Recording data - data, data representation and presentation – Graphs and Pie charts.	Coding, Robotics and Gaming - algorithms and programming – Makey, Makey Problem Solving Real World Technology - problem solving, logical thinking, programming – Creating animations
Y3	Problem Solving and online Technology - problem solving – Creating a CAD Coding, Robotics and Gaming - Computer programming, Algorithms and Programming – Scratch jr	Collecting, Exploring and Recording data - data, data representation and presentation – QR codes Digital Communications and the Web - Using, and Communicating safely, using web services and tools – Cyber cafe	Creating & sharing digital artefacts - creating digital artefacts – Podcasting Produce, Edit and Publish - creating digital content and media - Making movies
Y4	Coding, Robotics and Gaming - Computer programming, Algorithms and Programming – Scratch Problem Solving and online Technology - problem solving - Sketch up or Minecraft	Coding, Robotics and Gaming - Computer programming, Algorithms and Programming – HTML Collecting, Exploring and Recording data - data, data representation and presentation - Excel	Produce, Edit and Publish - creating digital content and media - Newspaper reports Creating & sharing digital artefacts - creating digital artefacts - Animation
Y5	Problem Solving and online Technology - problem solving CAD design using Sketchup	Coding, Robotics and Gaming - Computer programming, Algorithms and Programming - Kodu Collecting, Exploring and Recording data - data, data representation and presentation - Excel Spreadsheets	Produce, Edit and Publish - creating digital content and media - Making a documentary Creating & sharing digital artefacts - creating digital artefacts - Digital Art



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	Digital Communications and the Web - Using, and Communicating safely, using web services and tools.		
Y6	Digital Communications and the Web - Using, and Communicating safely, using web services and tools - Creating an App Coding, Robotics and Gaming - Computer programming, Algorithms and Programming - Scratch	Collecting, Exploring and Recording data - data, data representation and presentation - Excel Spreadsheets - comparing data from 3 websites Digital Communications and the Web - Using, and Communicating safely, using web services and tools - Blogging collaboration	Produce, Edit and Publish - creating digital content and media - Creating a webpage Creating & sharing digital artefacts - creating digital artefacts - Dynamic Podcasting