



Computing Curriculum Overview

	EYFSA	Year 1/2 A	Year 1/2 B	Year 3/4 A	Year 3/4 B	Year 5/6 A	Year 5/6 B
Autumn	<i>In the moment technological learning opportunities through play</i>	<p><u>Digital Literacy 6</u> <u>Digital Wellbeing</u> (Twinkl RSHE unit)</p> <p>Assessment point – E-safety</p>	<p><u>Digital Literacy 2</u> “Who does this belong to?” (Y1 KRP Barefoot/CS) &amp; “Do the right thing” and “Safety snakes” (Y2 KRP Barefoot/CS)</p> <p>Assessment point – E-safety</p>	<p><u>Digital Literacy 6</u> <u>Digital Wellbeing</u> (Twinkl RSHE unit)</p> <p>Assessment point – E-safety</p>	<p><u>Digital Literacy 2</u> “You’re the Jury (1-3)” (Barefoot Y3/CS) &amp; “You’re the cyber security expert” (Barefoot Y4/CS)</p> <p><u>Digital Literacy 1</u> Evaluating digital content – Selecting search activity (Barefoot Y3/CS )</p> <p><u>Digital Literacy 1</u> Evaluating digital content – Network Hunt (Barefoot Y4/CS)</p>	<p><u>Digital Literacy 6</u> <u>Digital Wellbeing</u> (Twinkl RSHE unit)</p> <p>Assessment point – E-safety</p>	<p><u>Digital Literacy 2</u> “Stop! Think. Do I consent?” (Y5 KRP Barefoot/CS) &amp; “The Phisherman Game” (Y6 KRP Barefoot/CS)</p> <p><u>Digital Literacy 1</u> Evaluating digital content – “Modelling the internet” (YR5 KRP Barefoot /CS)</p> <p><u>Digital Literacy 1</u> “Ranking Search Activity” (Y6KRP Barefoot/CS)</p> <p>Assessment point – E-safety</p>

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	<i>In the moment technological learning opportunities through play</i>	<u>Information Tech' 6</u> Creating media – digital writing (Teach Computing)  Assessment point – key skills	<u>Information Tech' 6</u> Creating media – digital photography (Teach computing)  Assessment point – key skills	<u>Information Tech' 6</u> Creating media – desktop publishing (Teach Computing)  Assessment point -	<u>Information Tech' 6</u> Creating media – Photo editing (Teach Computing)	<u>Information Tech' 6</u> Creating media – Video Production (Teach Computing)	<u>Information Tech' 6</u> Creating media – 3D Modelling (Teach Computing)
Spring	<u>Digital Literacy</u> e-safety week/Internet safety day  Assessment point – E-safety	<u>Information Tech' 6</u> Data and information – pictograms (Teach Computing)	<u>Computer Science 6</u> Programming – Moving a robot (Teach Computing)  Assessment point – key vocab	<u>Information Tech' 6</u> Data Logging  (Teach Computing)	<u>Information Tech' 6</u> Branching databases  (Teach Computing)	<u>Information Tech' 5</u> Using data (Y5 KRP Barefoot/CS)	<u>Computer Science 6</u> Programming – Sensing Movement (Teach Computing)  Assessment point – key vocab
	<u>Information Technology</u> Colouring and drawing apps on the smart board  Cbeebies game 'A year on the farm' (CS)	<u>Information Tech' 6</u> Creating media – digital painting (Teach Computing)	<u>Information Tech' 6</u> Creating media – making music (Teach Computing)	<u>Information Tech' 6</u> Creating media - Stop Frame animation (Teach Computing)  Assessment point – key skills	<u>Information Tech' 6</u> Creating media – audio editing (Teach Computing)  Assessment point – key skills	<u>Information Tech' 6</u> Creating media – vector drawing (Teach Computing)  Assessment point – key skills	<u>Information Tech' 6</u> Creating media – web page creation (Teach Computing)  Assessment point – key vocab
Summer	<u>Digital Literacy</u> Number blocks make and play game (BBC) – can children	<u>Computer Science 7</u> Algorithms/Scratch Jr & Programming and	<u>Computer Science 4</u> Algorithms/Scratch Jr/Programming and Debugging (Y2 KRP)	<u>Computer Science 6</u> Algorithms & debugging - Scratch (Y3 KRP)	<u>Computer Science 4</u> Algorithms & debugging – Scratch (Y4 KRP)	<u>Computer Science 5</u> Algorithms & debugging – Scratch (Y5 KRP)	<u>Computer Science 9</u> Algorithms & debugging – Scratch (Y6 KRP Barefoot/CS)

	navigate this safely and ask for help when needed?	debugging (Y1 KRP Barefoot/CS)  Assessment point – key vocab	Barefoot/CS	Barefoot/CS Assessment point – key vocab	Barefoot/CS Assessment point – key skills	Barefoot/CS Assessment point – key vocab	
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