



Computing Curriculum Overview

Computing	Autumn	Spring	Summer
Nursery	Recognising technology	Sorting objects	Using code-apliar
Reception	Recognising technology	Taking photos using iPads	Using a Bee Bots
Year 1	Improve mouse skills	Digital imagery	Bee bots Virtual bee bots
Year 2	Computer systems What is actually a computer?	Identify safe information Online safety unity	Scratch Jr Create an animation
Year 3	Networks What is a network	Video trailers Craft and edit a video trailer.	Journey inside a computer Explore components of a computer
Year 4	Collaborative learning How do connect work with computers	Investigating weather Use computing to collect and present data creatively.	Further coding with Scratch Advanced block coding
Year 5	Search engines How to accurately use a search engine	Programming 2 Using Microbits	Programming music Programme music for a specific purpose.
Year 6	Computing through time Bletchley Park	Big data How data is transported via barcodes and QR codes	Introduction to python

Digital literacy, Information Technology, Computer Science