

Curriculum Coverage - Computing	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
<b>Reception</b>	Computing is explored through a play based curriculum. Recognising a stranger from a friend Creating a simple set of instructions both digitally and in real life Exploring a mechanical typewriter and other devices					
<b>E-Safety thread</b>	Telling the difference between a stranger and friend Telling the truth					
<b>Year 1</b>	<u>Computing systems and networks</u> Technology around us	<u>Creating media</u> Digital painting	<u>Programming A</u> Moving a robot (Beebots)	<u>Data and Information</u> Grouping data	<u>Creating Media</u> Digital writing	<u>Programming B</u> Programming animations
<b>E-Safety thread</b>	When should I ask for help?	How can I see my work?	How can my words affect others?	Why is it important to check my counting?	What can I share with others?	What do we like to watch online?
<b>Year 2</b>	<u>Computing systems and networks</u> Information technology around us	<u>Creating Media</u> Digital Photography	<u>Programming A</u> Robot algorithms (Beebots)	<u>Data and Information</u> Purple Mash – Spreadsheets unit	<u>Creating Media</u> Digital music	<u>Programming B</u> Code:Spark
<b>E-Safety thread</b>	How do I use the internet everyday?	What is real?	How much power does a robot have?	Why is it important to share information?	What is an audience?	Why should I take a break from a game?
<b>Year 3</b>	<u>Computing systems and networks</u> Connecting computers	<u>Creating Media</u> Stop frame animation	<u>Programming A</u> Code:Spark	<u>Data and Information</u> Purple Mash – Branching databases	<u>Creating Media</u> PowerPoint / Publisher	<u>Programming B</u> Purple Mash Coding
<b>E-Safety thread</b>	How can we keep our information safe?	What should I share online?	How can bugs be dangerous?	Why should I check my facts?	Why is it important to tell the truth?	What makes a game entertaining?
<b>Year 4</b>	<u>Computing systems and networks</u> The Internet	<u>Creating Media</u> Podcasts	<u>Programming A</u> Code:Spark adventure games	<u>Data and Information</u> Microsoft Spreadsheets	<u>Creating Media</u> Photo editing	<u>Programming B</u> Purple Mash - Logo
<b>E-Safety thread</b>	What risks are there on the internet?	What language should I use online?	How can I control the game?	How can the internet help me learn?	Is everything always as it seems?	How can I control media?
<b>Year 5</b>	<u>Computing systems and networks</u>	<u>Programming A</u> Micro:Bit introduction	<u>Creating Media</u> Video Production	<u>Data and Information</u>	<u>Creating media</u>	<u>Programming B</u>

	Systems and Searching			Purple Mash – Databases	Introduction to vector graphics	Micro:Bits – Music composition
<b>E-Safety thread</b>	How can I search safely?	How can we send communications online?	What is appropriate for the audience?	How can I communicate clearly?	How can images be made?	What makes an engaging quiz?
<b>Year 6</b>	<u>Computing systems and networks</u> Communication and collaboration Microsoft OneDrive	<u>Creating media</u> Web page creation (Purple Mash 2Blog)	<u>Programming A</u> Purple Mash - Coding	<u>Creating Media</u> 3D modelling (Tinkercad)	<u>Data and Information</u> Spreadsheets - Barefoot	<u>Programming B</u> Micro:Bit – Getting Active
<b>E-Safety thread</b>	How should we talk to others online?	How far can my voice go?	What makes an entertaining game?	How can technology be useful?	Why is important to give accurate information?	How powerful is a micro:bit?