Computing – Whole School Overview of Units

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-Safety (Each strand revisited at age appropriate level each year)	• **Self-image and identity** • **Online relationships**	• **Online reputation** • **Online bullying**	• **Managing online information** • **Safer Internet Day**	• **Health, well-being and lifestyle**	• **Privacy and security**	• **Copyright and ownership**
EYFS	**Non-statutory** – Barefoot coding activities throughout the year to match topic/season. Activities based around computational thinking concepts and approaches. Helping to teach pupils the necessary problem-solving skills needed for everyday life.					
Year 1	**Computing Systems and Networks** – Technology Around Us	**Creating Media** – Digital Painting	**Creating Media** – Digital Writing	**Data and Information** – Grouping Data	**Discovery Coding Level 1** • On the move	**Discovery Coding Level 1** • Simple inputs
Year 2	**Computing Systems and Networks** – IT Around Us	**Creating Media** – Digital Photography	**Creating Media** – Making Music	**Data and Information** - Pictograms	**Discovery Coding Level 2** • Refresher (Level 1) • Different sorts of inputs	**Discovery Coding Level 2** • Buttons and instructions
Year 3	**Computing Systems and Networks** – Connecting Computers	**Creating Media** – Desktop Publishing	**Creating Media** – Stop Frame Animation	**Data and Information** – Branching Databases	**Discovery Coding Level 3** • Refresher (Level 1-2) • Sequence and animation	**Discovery Coding Level 3** • Conditional events (selection)
Year 4	**Computing Systems and Networks** – The Internet	**Creating Media** – Photo Editing	**Creating Media** – Audio Production	**Data and Information** – Data Logging	**Discovery Coding Level 4** • Refresher (Level 1- 3) • Introduction to variables	**Discovery Coding Level 4** • Repetition and loops
Year 5	**Computing Systems and Networks** – Systems and Searching	**Creating Media** – Video Production	**Creating Media** – Introduction to Vector graphics	**Data and Information** – Flat-File Databases	**Discovery Coding Level 5** • Refresher (Level 1-4) • Speed, direction and coordinates	**Discovery Coding Level 5** • Random numbers and simulations
Year 6	**Computing Systems and Networks** – Communication and Collaboration	**Creating Media** – 3D Modelling	**Creating media** – Web Page Creation	**Data and Information** – Introduction to Spreadsheets	**Discovery Coding Level 6** • Refresher (Level 1-5) • More complex variables	**Discovery Coding Level 6** • Object properties

Computer Science - How computers and computer systems work. How they are designed and programmed.

Digital Literacy - The purposeful use of existing programs to develop products or solutions to problems.

Digital Citizenship - The skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world.

- **Project Evolve – Digital citizenship**
- **Teach Computing – Digital literacy**
- **Discovery Coding –Computer science**

E-safety ongoing throughout the year using Project Evolve –

- Teachers to create and use knowledge maps at the start of each Project Evolve unit.
- Assess pupil knowledge and understanding and use this to prioritise sessions taught.
- Use knowledge map again at the end of the unit to assess progress.

Units revisited each year at an age-appropriate level to build on previous learning.

Discovery refresher lessons to be implemented throughout the year to allow children to embed and retain previous learning.

- Any refresher units not completed to be set before children start their own year group work.

<u>Links</u>

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