

Holy Family RC Primary School

Computing Overview: Strands: **Digital Literacy**, **Information Technology** and **Computer Science**

"This only have I found: God made mankind upright, but men have gone in search of many schemes." Ecclesiastes 7:29									
	Autumn 1 (7 weeks)		Autumn 2 (7.5 weeks)		Spring 1 (6 weeks)	Spring 2 (5 weeks)	Summer 1 (7 weeks)		Summer 2 (6 weeks)
EYFS	ICT and computing is used throughout the Early Years. Pupils will use ipads and desktop computers to develop hand to eye coordination and complete simple programmes. Robots including Code-a-Pillars are used to develop problem solving, programming and understanding of direction and numbers. Ipads are available for the children to take photographs of their activities and work and recording buttons allow children to record their thoughts and ideas and replay them back. The interactive whiteboard is used cross-curricular, allowing children to complete maths activities and sorting and selection as well as drawing and music making.								
Y1	Online safety Logging on and avatars	Pictograms To understand data in pictograms. To contribute to a class pictogram.	Algorithms Understand what algorithms are	Programming To follow and create simple instructions on the computer	Coding To understand the function of direction keys. To understand how to debug instructions.	Introduction to Animation Create an animated E-book Introduction to onion skinning	Grouping and Sorting To sort items using a range of criteria.	Spreadsheets Counting in a spreadsheet	Technology To recognise where technology is used in our lives.
Y2	Online safety To understand how to use emails safely. Digital Footprints	Online Safety Using the search tool safely	Spreadsheets To review prior knowledge of spreadsheets Creating tables and block graphs	Making Music Recording sounds and sequencing	Coding Create Pictograms and debug	Creating Pictures Explore creating digital work with vibrant colours	Questioning use a database to answer more complex questions.	Presenting Ideas Make a quiz about a story. Present a non-fiction fact file to the class	
Y3	Online Safety Creating passwords	Databases Create a branching database	Spreadsheets Creating pie charts and bar graphs.	Touch typing Introduction of terminology	Online Safety To add an attachment to an email.	Coding Selection, timers and variables	Simulations Analysing and evaluate simulations.	Presenting Data Producing graphs and	Presenting with animation Design and show an animated presentation on Google Slide

	Reliability of the internet			Effective typing			investigating data			
Y4	Online Safety Identity Theft Plagiarism Technology and health	Effective Searching Using search results Assessing reliability of sources	Coding Creating a character within a programme with repeating actions		Spreadsheets Using spreadsheets to solve and check mathematical problems and concepts create line graphs from data	Writing for different audiences Changing text style for impact Produce a news report. Write for school campaign.	Animation Revisit onion skinning from Y1 Add backgrounds and sounds to stop motion animation. To share animation by blogging	Making music Editing Audio Creating and evaluating podcast	Hardware Investigation To understand and remember the parts that make up a computer.	
Y5	Online Safety The impact of online behaviour Understand reliability of online information and communication	Databases Create a database on Manchester. (Link to geography topic)	Concept Maps Create a collaborative concept map and present this to an audience.	3D modelling To understand printing and making. Design a 3D model on given criteria.	Spreadsheets Use formulae including the advanced tool. Use text variables to perform calculations.	Word Processing Desktop publishing with images and text boxes Pupils understand the different permissions when sharing in Google docs.	Coding To combine the use of variables, if/else statements and repeats to achieve the desired effect in code. To explore the launch command	Game Creator Create a game environment. Evaluate their game and work of their peers.		
Y6	Online Safety 1 week Benefits and risks of mobile devices.	Quizzing Create a picture-based quiz for Y1 pupils on the UK. Create a quiz to test teachers or parents.	Spreadsheets Use MS Excel to understand the effect of saving money and how to budget		Coding Debug a program and organise the code into tabs. Use flowcharts to test and debug a program	Coding Create a text-based adventure game.	Blogging Plan the theme and content of a blog.	Networks To find out what LAN and WAN are. To research the internet.	Understanding Binary Denary to binary represent the state of an object in a game using the respective binary values of 1 or 0.	Online Safety (Readiness for Y7) positive and negative influences of technology.