



Whole School Computing Overview				
Year Group/Class	EYFS	Years 1 & 2	Years 3 & 4	Years 5 & 6
Autumn 1	Maps and locations (Google maps)	Technology Around Us (Y1) IT Around Us (Y2)	Connecting computers (Y3) The Internet (Y4)	Systems and searching (Y5) Communication and collaboration (Y6)
Autumn 2	Digital painting using Paint program	Digital Painting (Y1) Digital Photography (Y2)	Creating media – Animation (Y3) Creating media – Audio editing (Y4)	Video production (Y5) Web page creation (Y6)
Spring 1	Barefoot: Online safety / floating and sinking	Digital Writing (Y1) Making Music (Y2)	Creating media – Desktop publishing (Y3) Creating media – Photo editing (Y4)	Selection in physical computing (Y5) Variables in games (Y6)
Spring 2	Word processing – type a wild animal fact	Grouping Data (Y1) Pictograms (Y2)	Data & Information – Branching databases (Y3) Data & Information – Data logging (Y4)	Flat-file databases (Y5) Spreadsheets (Y6)
Summer 1	Programmable toys – ‘Beebots’	Moving a Robot (Y1) Robot Algorithms (Y2)	Programming A – Sequence in Music (Y3) Programming A – Repetition in shapes (Y4)	Introduction to vector graphics (Y5) 3D modelling (Y6)
Summer 2	Barefoot: Human robots	Introduction to Animation (Y1) An introduction to Quizzes (Y2)	Programming B – Events and Actions (Y3) Programming B – Repetition in games (Y4)	Selection in quizzes (Y5) Sensing movement (Y6)