

COMPUTING Subject Overview 2023.24

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 6	Managing online information (6)	Managing online information (5) Online reputation (2) Online bullying (2)	Privacy (6)	Health and Wellbeing (4)	Self-image and identity (3) Online relationships (4)	Copyright (2)
	Internet Communication - Networks -Effective use of tools <i>Exploring how data is transferred by working collaboratively online.</i>	Webpage creation -Creating Media -Data and Design <i>Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</i>	Variables in Games -Programming -Data and Design <i>Exploring variables when designing and coding a game.</i>	Introduction to Spreadsheets -Effective use of tools -Data and Information <i>Answering questions by using spreadsheets to organise and calculate data.</i>	3D modelling - Effective use of tools -Creating Media <i>Planning, developing, and evaluating 3D computer models of physical objects.</i>	Sensing - Programming - Computing Systems <i>Designing and coding a project that captures inputs from a physical device.</i>
Year 5	Online relationships (5) Online reputation (2)	Managing online information (9)	Online bullying (6)	Health, wellbeing and lifestyle (4)	Copyright and ownership (2) Self-Image and identity (2)	Privacy and security (3) Knowledge map
	Sharing information - Networks -Effective use of tools <i>Recognising IT systems in the world and how some can enable searching on the internet.</i>	Video Production - Creating Media - Data and Design <i>Planning, capturing, and editing video to produce a short film.</i>	Selection in physical computing - Programming - Creating Media <i>Exploring conditions and selection using a programmable microcontroller.</i>	Flat-File Database - Data and Information - Effective use of tools <i>Using a database to order data and create charts to answer questions.</i>	Vector Drawing - Effective use of tools - Creating Media <i>Creating images in a drawing program by using layers and groups of objects.</i>	Selection in Quizzes - Algorithms - Programming <i>Exploring selection in programming to design and code an interactive quiz.</i>
Year 4	Online relationships (3)	Managing online information (6)	Online reputation (2) Copyright ownership (2)	Health wellbeing and lifestyle (2)	Online bullying (3) Privacy and security (4)	Self image and identity (3)

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	<p>The Internet -Networks -Safety and security</p> <p><i>Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</i></p>	<p>Audio Production -Effective use of tools -Creating media</p> <p><i>Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</i></p>	<p>Repetition in shapes -Algorithms -Programming</p> <p><i>Using a text-based programming language to explore count-controlled loops when drawing shapes.</i></p>	<p>Data Logging -Computing Systems -Data and information</p> <p><i>Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</i></p>	<p>Photo Editing -Effective use of tools -Creating Media</p> <p><i>Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</i></p>	<p>Repetition in Games -Programming -Data and information</p> <p><i>Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</i></p>
Year 3	<p>Online Relations (6)</p>	<p>Managing online information (6) Copyright and Ownership (1)</p>	<p>Online reputation (3)</p>	<p>Health and wellbeing (2)</p>	<p>Online bullying (2) Privacy and security (3)</p>	<p>Self image and identity (3)</p>
	<p>Connecting Computers -Networks -Computer Systems</p> <p><i>Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</i></p>	<p>Stop Frame Animation -Effective use of tools -Creating Media</p> <p><i>Capturing and editing digital still images to produce a stop-frame animation that tells a story.</i></p>	<p>Sequencing sounds -Programming -Design and Development</p> <p><i>Creating sequences in a block-based programming language to make music.</i></p>	<p>Branching Databases -Data and Information -Effective use of tools</p> <p><i>Building and using branching databases to group objects using yes/no questions.</i></p>	<p>Desktop Publishing -Effective use of tools -Creating Media</p> <p><i>Creating documents by modifying text, images, and page layouts for a specified purpose.</i></p>	<p>Events and Actions in Programs -Programming -Design and Development</p> <p><i>Writing algorithms and programs that use a range of events to trigger sequences of actions.</i></p>
Year 2	<p>Online relationships – (7)</p>	<p>Self Image and Identity – (2) Online reputation – (3) Online Bullying - (3)</p>	<p>Managing online information – (5)</p>	<p>Privacy and security – (4)</p>	<p>Health, well-being and Lifestyle – (2) Copyright and ownership – (2)</p>	

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	<p>Information Technology around us</p> <ul style="list-style-type: none"> - Networks -Computing Systems <p><i>Identifying IT and how its responsible use improves our world in school and beyond.</i></p>	<p>Digital Photography</p> <ul style="list-style-type: none"> -Effective use of tools -Creating Media <p><i>Capturing and changing digital photographs for different purposes.</i></p>	<p>Robot algorithms</p> <ul style="list-style-type: none"> -Algorithms -Programming <p><i>Creating and debugging programs, and using logical reasoning to make predictions.</i></p>	<p>Pictograms</p> <ul style="list-style-type: none"> -Data and Information -Effective use of tools <p><i>Collecting data in tally charts and using attributes to organise and present data on a computer.</i></p>	<p>Making Music</p> <ul style="list-style-type: none"> -Creating Media -Data and Design <p><i>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</i></p>	<p>Programming quizzes</p> <ul style="list-style-type: none"> - Programming -Data and Design <p><i>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</i></p>
YEAR 1	<p>Self image and identity (2)</p> <p>Online reputation (2)</p>	<p>Online relationships (4)</p>	<p>Online bullying (1)</p> <p>Health wellbeing and lifestyle (1)</p>	<p>Managing online information (3)</p>	<p>Privacy and security (3)</p>	<p>Copywrite and ownership (4)</p>
	<p>Information Technology around us</p> <ul style="list-style-type: none"> - Algorithms - Computing Systems <p><i>Recognising technology in school and using it responsibly.</i></p>	<p>Digital Painting</p> <ul style="list-style-type: none"> - Effective use of tools - Creating Media <p><i>Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.</i></p>	<p>Moving a Robot</p> <ul style="list-style-type: none"> - Algorithms - Programming <p><i>Writing short algorithms and programs for floor robots, and predicting program outcomes</i></p>	<p>Grouping Data</p> <ul style="list-style-type: none"> - Data and Information - Algorithms <p><i>Exploring object labels, then using them to sort and group objects by properties.</i></p>	<p>Digital Writing</p> <ul style="list-style-type: none"> - Creating Media - Effective use of tools <p><i>Existing a computer to create and format text, before comparing to writing non-digitally</i></p>	<p>Programming animations</p> <ul style="list-style-type: none"> - Programming - Data and Design <p><i>Designing and programming the movement of a character on screen to tell stories.</i></p>
EYFS	<p>Exploring technology in the environment</p> <p><i>Starting to recognise technology in school.</i></p>	<p>Exploring technology in the environment</p> <p><i>Starting to recognise technology around us.</i></p>	<p>Online safety – Smartie the Penguin</p> <p><i>Identifying how to be safe online and who to go to for help</i></p>	<p>Self-Image and Identity (1)</p> <p>Online Relationships (2)</p> <p>Health, Well-being and Lifestyle (2)</p>	<p>Online Reputation (1)</p> <p>Online Bullying (2)</p> <p>Managing Online Information (2)</p>	<p>Copyright and Ownership (2)</p> <p>Privacy and Security (2)</p>