St Mary Magdalen's Catholic Primary School
Computing Overview 2022 - 2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Primary Themes	Computing Systems and Networks	Creating Media	Programming Data and Information		Creating Media	Programming
Reception	**All experience children gain from the start of the school year in understanding and following instructions lays foundations for the first programming unit in the Spring term** **All experience children gain from the start of the school year in understanding why we have rules in school to stay safe, make sure we are all happy, so that we can learn, to help us to be kind to each other lays foundations for the final lesson of the Computing System and Networks unit - Using a computer responsibly.**			Programming Moving a robot (Writing short algorithms and programs for floor robots and predicting program outcomes)		Computing Systems and Networks Technology Around Us (Recognising technology in school and using it responsibly)
Year 1 (Unit Summary)	Computing Systems and Networks Technology Around Us (Recognising technology in school and using it responsibly)	Creating Media Digital Painting (Choosing appropriate tools in a program to create art and making comparisons with working non - digitally.)	Programming *Moving a robot* *(Writing short algorithms and programs for floor robots and predicting program outcomes)*		Creating Media Digital Writing (Using a computer to create and format text, before comparing to writing non-digitally.)	Programming Programming Animations (Designing and programming the movement of a character on screen to tell stories)
Year 2 (Unit Summary)	Computing Systems and Networks Information Technology Around Us (Identifying IT and	Creating Media Making Music (Using a computer as a tool to explore rhythms and	Programming Robot algorithms (Creating and debugging programs and using logical	Data and Information Pictograms (Collecting data in tally charts and using	Creating Media Digital Photography (Capturing and changing digital photographs for	Programming Programming Quizzes (Designing algorithms and programs that

	how its responsible use improves our world in school and beyond)	melodies, before creating a musical composition)	reasoning to make predictions)	attributes to organise and present data on a computer)	different purposes)	use events to trigger sequences of code to make an interactive quiz.)
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Year 3 (Unit summary)	Computing Systems and Networks Connecting Computers (Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks)	Creating Media Stop-frame animation (Capturing and editing digital still images to produce a stop-frame animation that tells a story.)		Programming Sequencing sounds (Creating sequences in a block-based programming language to make music.)	Creating Media Desktop publishing (Creating documents by modifying text, images, and page layouts for a specified purpose.)	Programming Events and actions in programs (Writing algorithms and programs that use a range of events to trigger sequences of actions.)
Year 4 (Unit summary)	Computing Systems and Networks The internet (Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.)	Creating Media Audio Editing (Capturing and editing audio to produce a podcast, ensuring that copyright is considered.)	Programming Repetition in shapes (Using a text-based programming language to explore count-controlled loops when drawing shapes.)		Digital Citizenship	Programming Repetition in games (Using a block-based programming language to explore count-controlled and infinite loops when creating a game.)
Year 5 (Unit summary)	Computing Systems and Networks Systems and Searching (Identifying and exploring how	Creating Media Video Production (Planning, capturing, and editing video to produce a short film.)	Data and Information Flat-file databases (Using a database to order data and create charts to answer questions.)		Creating Media Vector drawing (Creating images in a drawing program by using layers and groups of objects.)	Programming Selection in quizzes (Exploring selection in programming to design and code an interactive quiz.)

	information is shared between digital systems and devices.)					
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Year 6 (Unit summary)	Computing Systems and Networks Internet communication, collaboration and safety (Recognising how data is transferred over the internet and how it facilitates online communication.)	Creating Media Webpage creation (Designing and creating webpages, Giving consideration to copyright, aesthetics, and navigation.)	Programming Variables in games (Exploring variables when designing and coding a game.)	Creating Media 3D modelling (Planning, developing, and evaluating 3D computer models of physical objects.)	Data and Information Introduction to spreadsheets (Answering questions by using spreadsheets to organise and calculate data.)	Programming Sensing (Designing and coding a project that captures inputs from a physical device.)