

St Mary Magdalen's Catholic Primary School

Computing Overview



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception (Barefoot Computation Thinking)	BUSY BODIES AWESOME AUTUMN	SUPER SPACE WINTER WARMERS	SPRING TIME		PEOPLE WHO HELP US	SUMMER FUN
Years 1 - 6 Primary Themes	Computing Systems and Networks	Programming	Creating Media	Programming	Creating Media	Data and Information
<u>Year 1</u> (Unit Summary)	<u>Computing Systems and Networks</u> Technology Around Us (Recognising technology in school and using it responsibly)	<u>Programming</u> <i>Moving a robot (Writing short algorithms and programs for floor robots and predicting program outcomes)</i>	<u>Creating Media</u> Digital Painting (Choosing appropriate tools in a program to create art and making comparisons with working non - digitally.)	<u>Programming</u> Programming Animations (Designing and programming the movement of a character on screen to tell stories)	<u>Creating Media</u> Digital Writing (Using a computer to create and format text, before comparing to writing non-digitally.)	<u>Data and Information</u> Grouping Data (Exploring object labels, then using them to sort and group objects by properties.)
<u>Year 2</u> (Unit Summary)	<u>Computing Systems and Networks</u> Information Technology Around Us (Identifying IT and how its responsible use improves our world in school and beyond)	<u>Programming</u> Robot algorithms (Creating and debugging programs and using logical reasoning to make predictions)	<u>Creating Media</u> Making Music (Using a computer as a tool to explore rhythms and melodies, before creating a musical composition)	<u>Programming</u> Programming Quizzes (Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.)	<u>Creating Media</u> Digital Photography (Capturing and changing digital photographs for different purposes)	<u>Data and Information</u> Pictograms (Collecting data in tally charts and using attributes to organise and present data on a computer)

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Year 3 (Unit summary)	<u>Computing Systems and Networks</u> Connecting Computers (Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks)	<u>Programming</u> Sequencing sounds (Creating sequences in a block-based programming language to make music.)	<u>Creating Media</u> Stop-frame animation (Capturing and editing digital still images to produce a stop-frame animation that tells a story.)	<u>Programming</u> Events and actions in programs (Writing algorithms and programs that use a range of events to trigger sequences of actions.)		<u>Creating Media</u> Desktop publishing (Creating documents by modifying text, images, and page layouts for a specified purpose.)
Year 4 (Unit summary)	<u>Computing Systems and Networks</u> The internet (Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.)	<u>Programming</u> Repetition in shapes (Using a text-based programming language to explore count-controlled loops when drawing shapes.)	<u>Creating Media</u> Audio Production (Capturing and editing audio to produce a podcast, ensuring that copyright is considered.)		<u>Programming</u> Repetition in games (Using a block-based programming language to explore count-controlled and infinite loops when creating a game.)	<u>Creating Media</u> Photo editing (Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.)

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Year 5 (Unit summary)	<u>Computing Systems and Networks</u> Systems and Searching (Identifying and exploring how information is shared between digital systems and devices.)	<u>Catch up on year 4 unit</u> <u>Programming</u> Repetition in games (Using a block-based programming language to explore count-controlled and infinite loops when creating a game.)	<u>Creating Media</u> Video Production (Planning, capturing, and editing video to produce a short film.)		<u>Data and Information</u> Flat-file databases (Using a database to order data and create charts to answer questions.)	<u>Programming</u> Selection in quizzes (Exploring selection in programming to design and code an interactive quiz.) <u>Creating Media</u> Vector drawing (Creating images in a drawing program by using layers and groups of objects.)
Year 6 (Unit summary)	<u>Computing Systems and Networks</u> Internet communication, collaboration and safety (Recognising how data is transferred over the internet and how it facilitates online communication.)	<u>Creating Media</u> Webpage creation (Designing and creating webpages, Giving consideration to copyright, aesthetics, and navigation.)	<u>Programming</u> Variables in games (Exploring variables when designing and coding a game.)	<u>Data and Information</u> Introduction to spreadsheets (Answering questions by using spreadsheets to organise and calculate data.)	<u>Programming</u> Sensing (Designing and coding a project that captures inputs from a physical device.)	<u>Creating Media</u> 3D modelling (Planning, developing, and evaluating 3D computer models of physical objects.)