



Whole School Overview Computing 2016-17

EYFS

- Recording and listening using computers
- Taking pictures
- Making music
- Controlling devices
- Using technology
- Following instructions

Year 1

- Keyboard and mouse skills
- We are collectors – downloading pictures
- Word processing – we are celebrating
- Algorithms – We are treasure hunters
- We are storytellers – audio books and e-books
- E-safety – Hectors world

Year 2

- Programming on screen – we are astronauts
- Exploring how computer games work – we are games testers
- Taking better photos – we are photographers
- Researching a topic – we are researchers
- E-mails (open, read, reply) – we are detectives
- Collecting and organise data – we are zoologists

Year 3

- Scratch programming coding and debugging
- Creating a podcast – manipulating and adding sound
- Digital communications – e-mails, messaging and safety
- Problem solving – digital tests, simulations and patterns
- Digital publishing – presenting information
- Collecting data – databases and filter

Year 4

- Recording data – collecting data, making graphs
- Creating animations – I can animate
- Communication and the web – instant messaging and safety
- Robotics and coding – creating images with robotics
- Digital publishing – Spellcheck and making newspapers
- Coding and gaming – Scratch programming

Year 5

- Digital publishing – creating a jingle
- Creating a film – using imovie
- Exploring and recording data
- Digital communication – safe internet searches
- Real world tech – digital shapes
- Real world tech – coding blocks

Year 6

- Robotics – motion and control
- Exploring data – using excel formula
- Powerpoint presentation – presenting information
- Digital communication – advanced searches
- Publishing media – digital blogs
- Real world tech – controlling devices