Computing Curriculum Overview

Technology plays a pivotal part in pupils' lives and we want them to use technology positively, responsibly and safely. Our broad and dynamic computing curriculum includes computer science, information technology and digital literacy. Vocabulary is taught progressively allowing pupils to understand and discuss world developments. Staff embed computing across the whole curriculum to make learning creative, progressive and accessible. With online safety at the forefront of our curriculum, pupils are prepared to be technologically aware and computer literate learners in an ever-changing digital, global world.

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	**Online Safety & Exploring Purple Mash** How can I stay safe online?	**Technology through Toys** How does this toy work?	**Programming** How can I use software?	**Programming** How does this software work?	**Hardware Investigators** How is technology used in the home?	**Hardware Investigators** How can I use technology for a particular purpose?
Year 1	**Online Safety & Exploring Purple Mash** How can I stay safe online?	**Pictograms** What is data?	**Lego Builders** How can I give accurate instructions?	**Animated Story Books** What is an e-book?	**Coding** What is coding?	**Technology outside of school** How is technology used in my local community?
Year 2	**Coding** What is an algorithm?	**Online Safety** What is a digital footprint?	**Questioning** What is a binary tree (yes/no questions)?	**Making Music** What is digital music?	**Effective Searching** How can I search effectively and safely online?	**Presenting Ideas** How can I represent my digital content in different ways?
Year 3	**Coding** What is debugging?	**Online Safety** How do I recognise fake information online?	**Spreadsheets** How can I create graphs from my data?	**Email & typing** How can I use emails effectively?	**Branching Databases** How can I create a branching database?	**Simulations** How can I recognise patterns in simulations?
Year 4	**Coding** What is decomposition and abstraction?	**Online Safety** What are the positive and negative influences of technology?	**Spreadsheets** What is the formula wizard?	**Writing for different Audiences** How can technology be used for different purposes?	**Animation** What makes a good animation?	**Hardware Investigators** What are the different parts of computers?
Year 5	**Coding** How can code be adapted and personalised?	**Online Safety** What is the impact of incorrect information online?	**Spreadsheets** How can I use spreadsheets to plan an event?	**Databases** How can I create a database?	**Game Creator** How can I improve my game design for future use?	**Concept Maps** What is a concept map?
Year 6	**Coding** How can I use code to make a text-based adventure game.	**Online Safety** How do I balance screen time in my life?	**Spreadsheets** How can I use spreadsheets to explore probability?	**Blogging** What is a blog?	**Text Adventures** How can I create my own text-based adventure based, using code?	**Networks** What is the difference between the WWW and the internet?