

# Computing Subject Overview

		Project 1	Project 2	Project 3	Project 4	Project 5
<b>EYFS</b>		<b>Ongoing use of technology within the provision</b>  <b>Online Safety</b> Self-image & Identity Online Relationships Managing information online Health Well-being & Lifestyle Privacy & Security Online bullying				
<b>Yr 1/2</b>	<b>Cycle 1</b>	Healthy Humans  <b>Computing systems and networks:</b> Technology around us Recognising technology in school & using it responsibly.  <b>Creating media:</b> Digital photography Capturing and changing digital photographs for different purposes.  <b>Online Safety</b> Self-image & Identity Online Relationships	Let's Celebrate  <b>Programming:</b> Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.  <b>Online Safety</b> Online bullying	Wonderful Weather  <b>Data and information:</b> Grouping data Exploring object labels, then using them to sort and group objects by properties.  <b>Online Safety</b> Managing information online Privacy & Security	Regal Royals  <b>Creating media:</b> Digital writing Using a computer to create and format text, before comparing to writing non-digitally.  <b>Online Safety</b> Health Well-being & Lifestyle	Beastly Bugs  <b>Programming animations:</b> Designing and programming the movement of a character on screen to tell stories.  <b>Online Safety</b> Online reputation Copyright & Ownership
		All About Me  <b>Computing systems and networks:</b> Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.  <b>Creating media:</b>	Fire! Fire!  <b>Programming:</b> Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.  <b>Online Safety</b> Online bullying	How does your garden grow?  <b>Data and information:</b> Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.  <b>Online Safety</b> Managing information online Privacy & Security	Roberttown Racers  <b>Creating media:</b> Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.  <b>Online Safety</b> Health Well-being & Lifestyle	Plastic Ocean  <b>Programming quizzes:</b> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.  <b>Online Safety</b> Online reputation Copyright & Ownership

		<p>Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p> <p><b>Online Safety</b> Self-image &amp; Identity Online Relationships</p>				
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<b>Year 3</b>	<p><b>Computing systems and networks:</b> Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p> <p><b>Online Safety</b> Self-image &amp; Identity Online Relationships</p>	<p><b>Creating Media:</b> Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p> <p><b>Online Safety</b> Online bullying</p>	<p><b>Programming:</b> Sequencing sounds Creating sequences in a block-based programming language to make music.</p> <p><b>Online Safety</b> Managing information online Privacy &amp; Security</p>	<p><b>Data &amp; Information:</b> Branching databases Building and using branching databases to group objects using yes/no questions.</p> <p><b>Online Safety</b> Health Well-being &amp; Lifestyle</p>	<p><b>Creating Media:</b> Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.</p> <p><b>Online Safety</b> Online reputation</p>	<p><b>Programming:</b> Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.</p> <p><b>Online Safety</b> Copyright &amp; Ownership</p>
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<b>Year 4</b>	<p><b>Computing systems and networks:</b> The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p> <p><b>Online Safety</b> Self-image &amp; Identity Online Relationships</p>	<p><b>Creating Media:</b> Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p> <p><b>Online Safety</b> Online bullying</p>	<p><b>Programming:</b> Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.</p> <p><b>Online Safety</b> Managing information online Privacy &amp; Security</p>	<p><b>Data &amp; Information:</b> Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p> <p><b>Online Safety</b> Health Well-being &amp; Lifestyle</p>	<p><b>Creating Media:</b> Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p> <p><b>Online Safety</b> Online reputation</p>	<p><b>Programming:</b> Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p> <p><b>Online Safety</b> Copyright &amp; Ownership</p>
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<b>Year 5</b>	<p><b>Computing systems and networks:</b> Systems and searching Recognising IT systems around us and how they allow us to search the internet.</p>	<p><b>Creating Media:</b> Video production Planning, capturing, and editing video to produce a short film.</p> <p><b>Online Safety</b> Online bullying</p>	<p><b>Programming:</b> Selection in physical computing Exploring conditions and selection using a programmable microcontroller.</p> <p><b>Online Safety</b></p>	<p><b>Data &amp; Information:</b> Flat-file databases Using a database to order data and create charts to answer questions.</p> <p><b>Online Safety</b></p>	<p><b>Creating media:</b> Vector drawing Creating images in a drawing program by using layers and groups of objects.</p> <p><b>Online Safety</b> Online reputation</p>	<p><b>Programming:</b> Selection in quizzes Exploring selection in programming to design and code an interactive quiz.</p> <p><b>Online Safety</b></p>
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	<b>Online Safety</b> Self-image & Identity Online Relationships		Managing information online Privacy & Security	Health Well-being & Lifestyle		Copyright & Ownership
Year 6	<b>Computing systems &amp; networks:</b> Communication and collaboration Identifying and exploring how data is transferred and information is shared online.  <b>Online Safety</b> Self-image & Identity Online Relationships	<b>Creating Media:</b> Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.  <b>Online Safety</b> Online bullying	<b>Programming:</b> Variables in games Exploring variables when designing and coding a game.  <b>Online Safety</b> Managing information online Privacy & Security	<b>Data &amp; Information:</b> Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.  <b>Online Safety</b> Health Well-being & Lifestyle	<b>Creating Media:</b> 3D modelling Planning, developing, and evaluating 3D computer models of physical objects.  <b>Online Safety</b> Online reputation	<b>Programming:</b> Sensing Designing and coding a project that captures inputs from a physical device.  <b>Online Safety</b> Copyright & Ownership