

Computing – Unit Overview

**Intent
(Aims)**

To enable all children to be **responsible digital citizens** who are confident in **computer science, digital literacy** and **information technology**.

Computing Unit Progression

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Online Safety		Online Safety -Kapow					
Computing and Systems Networks		<u>Computing systems and networks: Improving mouse skills</u>	<u>Computing systems and networks 1: What is a computer?</u>	<u>Computing systems and networks 1: Networks</u>	<u>Computing systems and networks: Collaborative learning</u>	<u>Computing systems and networks: Search engines</u>	<u>Computing systems and networks: Bletchley Park</u>
Creating Media			<u>Creating media: Stop motion</u>	<u>Creating media: Video trailers (Previously called 'Digital literacy')</u>	<u>Creating media: Website design</u>	<u>Creating media: Stop motion animation</u>	
		<u>Creating media: Digital imagery</u>			<u>Skills showcase: HTML</u>	<u>Skills showcase: Mars Rover 2</u>	<u>Creating media: History of computers</u>
Programming		<u>Programming 1: Algorithms unplugged</u>	<u>Programming 1: Algorithms and debugging</u>	<u>Programming: Scratch</u>	<u>Programming 1: Further coding with Scratch</u>	<u>Programming 2: Micro-bit</u>	<u>Programming: Intro to Python</u>
		<u>Programming 2: Bee-Bot</u>	<u>Programming 2: Scratch Jr.</u>	<u>Programming continued: Scratch</u>			<u>Skills showcase: Inventing a product</u>
Data and Information		<u>Data handling: Introduction to data</u>	<u>Data handling: International Space Station</u>	<u>Data handling: Comparison cards databases</u>	<u>Data handling: Investigating weather</u>	<u>Data handling: Mars Rover 1</u>	<u>Data handling 1: Big Data 1</u> <u>Data handling 2: Big Data 2</u>