



Subject Overview for Computing

Year Group	Autumn	Spring	Summer	Digital Literacy (SWGFL)
R	Identifying things they see on a screen and explore using iPads.	Use a mouse or key pad to make marks.	Enjoy simple computer games and programmable toys.	Children recognise the impact of good choices and consequences of wrong ones. They can select and use technology for a purpose. They know that information can be retrieved from computers and can tell an adult if what they see makes them feel worried. Children recognise who they can ask for help and know when they need help.
1	Beebots - using simple algorithms/instructions	Puppet Pals – Fairy tale to use a range of applications and devices in order to communicate ideas, work and messages.	PowerPoint on George Stephenson – develop keyboard skills (Know how to type text using space bar for separate words to create something meaningful)	Going Places Safely A-B-C Searching Keeping it private My creative work Sending email
2	Pic Collage Posters - To develop keyboard skills to be able to word-process simple texts combining simple text and graphics, for instance create a poster for a purpose	Castle Building Programme – To be able to add and create simple images	Preparing for Turtle/Programming (Be able to debug more complex problems e.g. a route on a Bee Bot / Blue Bot / Alex / Logo etc... maze.)	Staying Safe Online Follow the Digital Trail Screen Out the Mean Using Keywords Sites I like
3	Animation game design using scratch software – understand the importance of clear and precise instructions	PowerPoint in more depth to create a branching story. Know how to sequence and add to slides to	Building design - Know how to use software to create a simple brochure or poster. Create a meaningful document that contains both pictures and text	Powerful Passwords My Online Community Things for Sale Show Respect Online Writing Good Emails



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		make a simple presentation. Extend through the use of hyperlinks and transitions between slides. Create a meaningful document that contains both pictures and text.	Send an email and reply using @ symbol.	
4	Bridge Design (CAD) – Design and present designs in a range of ways.	Scratch - Saxon invasion game Be able to explain how their program works	Presenting in word To use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally. Children will use this document to learn how to add attachments to an email.	Rings of Responsibility Private and Personal Information The Power of Words The Key to Keywords Whose is it, Anyway?
5	Publisher – Myan Temple Know how to use software to create and effective poster or leaflet.	Design Ancient Greek Programme Use customisation to change a working program to change its effect for instance backgrounds and sprite in scratch)	Design Space buggy Uses variables, conditional sentences (when/then), external triggers and loops to achieve set goals	Strong Passwords Digital Citizenship Pledge You've Won a Prize! How to Cite a Site Picture Perfect
6	Excel to create budgets using formulas Know how to create a simple formula in a	Programming a pedometer Be able to explain what a program will do and	Coding using Kodu – Iceberg crash animation	Talking Safely Online Super Digital Citizen Privacy Rules What's Cyberbullying? Selling Stereotypes



Rosa Street
Primary School

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	spreadsheet to work out given mathematical tasks such as adding a set of numbers.	accurately predict the effect of changes.	Use conditional sentences (when/then) to program objects Webpage – Children will then design a home page to promote their game.	
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Making things happen – Computer Science

Using ICT – Information Technology

Digital Literacy – E-safety