

Computing Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS		Computing systems and networks Using a computer Learning about the main parts of a computer and how to use the keyboard and mouse. Learning how to log in and out.	Programming 1 All about instructions The children learn to receive and give instructions and understand the importance of precise instructions.	Computing systems and networks Exploring hardware Tinkering and exploring with different computer hardware and learning to operate a camera.	Programming 2 Programming Bee-Bots Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware.	Data handling Introduction to data Children sort and categorise data and are introduced to branching databases and pictograms.
Year 1	Computing systems and networks Improving mouse skills	Programming 1 Algorithms unplugged	Skills showcase Rocket to the moon	Programming 2 Programming Bee-bots	Creating media Digital imagery	Data handling Introduction to data

Year 2	Computing systems and networks 1	Programming 1	Computing systems and networks 2	Programming 2	Creating media	Data handling
	What is a computer?	Algorithms and debugging	Word processing	Programming : ScratchJr	Stop Motion	International Space Station
Year 3	Computing systems and networks 1	Programming	Computing systems and networks 2	Computing systems and networks 3	Creating media	Data handling
	Networks and the internet	Programming: Scratch	Emailing	Journey inside a computer	Video trailers	Comparison cards databases
Year 4	Computing systems and networks	Programming 1	Creating media	Skills showcase	Programming 2	Data handling
	Collaborative Learning	Further coding with Scratch	Website design	HTML	Computational thinking	Investigating weather

Year 5	Computing systems and networks	Programming 1	Data handling	Programming 2	Creating media	Skills showcase
	Search engines	Programming music	Mars Rover 1	Micro:bit	Stop motion animation	Mars Rover 2
Year 6	Computing systems and networks	Programming	Data handling	Creating media	Data handling	Skills showcase
	Bletchley Park	Intro to Python	Big data 1	History of computers	Big data 2	Inventing a product