



Computing Overview



		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery		Computing through Continuous Provision					
Reception		Computing through Continuous Provision	Computing Systems & Networks: using a computer	Programming: all about instructions	Computing Systems & Networks: exploring hardware	Data Handling: introduction to data	Online Safety
KS1	Cycle A	Online Safety	Computing Systems & Networks: improving mouse skills	Programming: algorithms unplugged	Skills showcase: rocket to the moon	Programming: programming Bee-Bots	Creating Media: digital imagery
	Cycle B	Online Safety	Programming: algorithms & debugging	Computing Systems & Networks: word processing	Programming: Scratch Jr	Creating media: using tablet devices	Data handling: international space system
Lower KS2	Cycle A	Online Safety	Computing Systems & Networks: networks & the internet	Programming: Scratch	Computing Systems & Networks: emailing	Creating media: video trailers	Data handling: comparison cards databases
	Cycle B	Online Safety	Computing Systems & Networks: collaborative learning	Programming: Scratch	Creating media: website design	Skills Showcase: HTML	Data handling: investigating weather
Upper KS2	Cycle A	Online Safety	Computing systems & networks: search engines	Data handling: Mars Rover 1	Programming: Micro:bit	Creating media: stop motion animation	Skills Showcase: Mars Rover 2
	Cycle B	Online Safety	Computing Systems & Networks: Bletchley Park	Programming: intro to Python	Data Handling: Big data 1	Creating Media: History of Computing	Skills Showcase: inventing a product

Where every child is known and loved, as a child of God'