



## Computing Overview 2022-2023

Year Groups	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation	<b>Understanding technology</b> – technology around us at home <b>Digital Literacy</b> – iPad (turning on/off, parts & names, photo; video; QR codes, apps).		<b>Programming &amp; Safer Internet Day</b> – unplugged algorithms & Beebots.		<b>Digital literacy</b> – Seesaw from Digital Leaders	<b>Digital literacy</b> – Clips from Digital Leaders
Year 1	<b>Digital Literacy &amp; E-safety</b> – AUP iPad expectations, iPad as learning tool – Seesaw consolidation & clicker writer intro	<b>Digital Literacy</b> – Film making (clips)	<b>Programming &amp; Safer Internet Day</b> – ScratchJr – animation	<b>Understanding Technology &amp; E-safety</b> – computing systems & network - technology around us at school	<b>Programming</b> – Programmable toy – Beebots	<b>Digital Literacy</b> – Digital writing (Seesaw, pages, notes)
Year 2	<b>Digital Literacy &amp; E-safety</b> – AUP iPad expectations, iPad as learning	<b>Understanding Technology &amp; E-Safety</b> – computing systems & network – technology	<b>Digital Literacy &amp; Safer Internet Day</b> – Database (J2code &	<b>Programming</b> – Beebots	<b>Programming</b> – ScratchJr - quizzes	<b>Digital Literacy</b> – Stop motion animation – Kenyan animals & e-books in owl

	tool - Research & film (clips)	around us in shops, libraries, factories	numbers cross-curric Science)			babies story (Book Creator)
<b>Year 3</b>	<b>Digital Literacy &amp; E-safety – AUP iPad expectations, iPad as learning tool - Film &amp; audio (iMovie)</b>	<b>Understanding Technology &amp; E-safety – connecting computers</b>	<b>Programming &amp; Safer Internet Day – Lego Essentials Kit</b>	<b>Digital Literacy – computer aided design (ARMakr)</b>	<b>Programming – Apple unit – everyone can code</b>	<b>Digital Literacy &amp; UT – Research &amp; presentation (Canva)</b>
<b>Year 4</b>	<b>Digital Literacy &amp; E-safety – AUP iPad expectations, iPad as learning tool - Research &amp; Presentation (Keynote)</b>	<b>Understanding Technology &amp; E-safety – The Internet</b>	<b>Programming &amp; Safer Internet Day – Lego Essentials Kit</b>	<b>Digital Literacy &amp; e-safety – Audio editing (GarageBand)</b>	<b>Programming – ScratchJr – repetition in games</b>	<b>Digital Literacy &amp; UT – cross-curric project</b>
<b>Year 5</b>	<b>Digital Literacy &amp; E-safety – AUP iPad expectations, iPad as learning tool – film (Stop Motion to iMovie)</b>	<b>Understanding Technology &amp; E-safety – Sharing information</b>	<b>Programming &amp; Safer Internet Day – Lego Essentials Kit &amp; Micro:bits, taught by Raspberry Pi Founder</b>	<b>Digital Literacy – Database (numbers)</b>	<b>Programming – ScratchJr – selection in quizzes or not needed this half-term due to the use of micro:bit in D&amp;T</b>	<b>Digital Literacy &amp; UT – Research &amp; presentation (Canva/Keynote/iMovie – child-led)</b>

Year 6	<b>Digital Literacy &amp; E-safety</b> – AUP iPad expectations, iPad as learning tool – re-cap ways to share learning on an iPad – apps for purpose	<b>Understanding Technology &amp; E-safety</b> – computing systems & network	<b>Programming &amp; Safer Internet Day</b> – Google Interland – Legends & Swift Playground	<b>Digital literacy</b> – Audio & Dilm (Garage band/iMovie)	<b>Programming</b> – ScratchJr – Variables in games	<b>Digital Literacy &amp; UT</b> – Research & Web page design (child-led decision)
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