Computing Subject Overview (LTP)

2024-25

Year Groups	Autumn Term		Spring Term		Summer Term	
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
EYFS	The Computing objectives have been removed from the new EYFS curriculum (2021) and Early Learning Goals. However technological toys and equipment are available as part of our continuous provision in the Reception classes. Certain equipment is discussed with the children when skills link to the EYFS topics. Resources include, but are not limited to, Bee-Bots, iPads for drawing, simple coding APPs such as Daisy the Dinosaur, microphones, talk tins, remote control cars/robots, games/APPs on PC and iPads. The Reception classes also spend at least a term learning basic Computing skills in our ICT suite to help to prepare them for Year One. (E.g., They begin to learn to type and use the keyboard and mouse to create images.)					
Year 1 Note that year 1 provide a continuous provision on the computers in the classroom, accessible at choosing time.	We are users of computers Basic computing skills, such as typing (BBC dance Mat), opening, saving and basic formatting of word-processed documents and pictures. E.g. linked to Message in a bottle literacy work.	We are Designers Create a card (E.g. Christmas using a paint tool.	We are Treasure Hunters Coding - Treasure Hunting - What is an algorithm? (Crazy characters on Barefoot) - Bee-Bots tinkering - Beebot coding	We are Film Makers Filming nursery rhyme performance (Using imovie / cameras)	We are Coders Coding -Bluebots and ipads Beebot APP on Ipads.	We are Story Tellers and Painters Create a Wanted Poster for a flanimal Puppet pals APP an option)
Year 2	We are Coders and bug fixers. What is an algorithm? (Sharing sweets on Barefoot). Create an animation based on superheroes or people who help us: Scratch Junior Coding	We are Presenters Create a news report using the ipads. Make a newsreport about the antics of the classroom Elf.	We are Film Makers Creating our own digital stories in Photostory 3. E.g. Recount of school trip.	We are Story Tellers Stop Motion Animation - A cross curricular project on Grace Darling. A cross curricular project on Grace Darling.	We are Data Collectors Link to science: use of easi-scopes, data loggers etc.	We are Coders and Bug Fixers Scratch Junior coding linked to project. Include what is an algorithm? (Spelling rules on Barefoot)

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Year 3 WEDO coding session with external team when available	We are Coders (Scratch) Create a Stone Age scene with talking and moving sprites. Uses different inputs and outputs.		We are Producers (Movie) Create videos of performance poetry.	We are Presenters (Stop-Go) Re-create the Celts v Romans battle.	We are Data Experts (Excel) Input data into excel and create graphs. (linked to maths.) Beginning to use formulas.	We are Programmers (PowerPoint Animation) The lifecycle of a plant – an animated PPT presentation.
Year 4	Introduction to Chrome books and google docs.	We are Coders (Scratch) Creating a maze game in scratch. Using variables and reporter operators.	We are Communicators and can work in collaboration Creating, sending and replying to emails.	We are Authors Creating a webpage / PPT etc to communicate ideas to others. (Tudors PPT – link to history)	We are Producers (Video) Creating videos linked to history We are researchers – developing online research skills.	We are Coders (Scratch) Creating – enhancing skills from Autumn term.
Year 5	We are Authors Creating a collaborative webpage using google sites. Link to other subject areas.	We are Crumblebot Coders (AG)	We are Game Programmers (Scratch) Creating a more complex game in scratch. Progression from year 4. (A multi levelled game with variables.)	We are Coders (Logo) (AG) Drawing shapes and using variables.	We are Network Managers/ Presenters Create a radio bulletin, podcast, news report. Model how the internet works. Show school network.	We are App Designers (Minecraft coding) (AG)
Year 6	We are HTML Editors	We are Coders Snap (Morse Code)	We are Coders (Python)	We are Coders (Micro bits)	We are Data Experts (Excel) We are Animators (Stop-Go Animation)	