Computing Curriculum Overview

Year Group	Autumn	Spring	Summer
Reception	Throughout the year, children will be encouraged to explore and use technology responsibly and safely. They will be taught how to switch on devices; be introduced to User Names and Passwords and will have regular opportunities to use technology in different ways which could include: taking a photograph with a camera or tablet; searching for information on the internet; playing games on the interactive whiteboard; watching a video clip and listening to music. Reception children will also take part in Safer Internet Day in the Spring Term.		
Year 1	**E-Safety**: Owning Your Creative Work, Safe Image Searching, Staying SMART Online, My Personal Information, What Is Email?, Keeping Safe	Code.org Course A: Digital Literacy: Safety in my online neighbourhood Digital Literacy: Learn to drag and drop	Code.org Course A: Sequencing: Begin to work with algorithms, introduction to sequencing – collaboration and computational thinking Programming: Introduction to loops and events. Safer Internet Day

Code.org Course A: Mini projects – story-making and drawing with Artist |
| Year 2 | **E-Safety**: Digital Footprints, Keywords, You Be The Judge, Rate and Review, Being Kind Online, Keeping Safe | Code.org Course B Digital Literacy/Online Safety: online reputation Sequencing: sequential algorithms; introduction to debugging | Code.org Course B Programming: continue learning to use loops; drawing with loops. Safer Internet Day

Code.org Course B Use technology purposefully Events: introduction to events Programming: devise a project in Play Lab |
| Year 3 | **E-Safety**: What is Cyberbullying?, To Buy or Not to Buy?, Keep It To Yourself!, Emailing, Online Communication | Code.org Course C: Digital Literacy/Online Safety: dealing with online meanness Sequencing: developing understanding of algorithms and debugging Programming with Artist | Code.org Course C: Events: using events; building a Flappy Bird game. Safer Internet Day

Code.org Course C: Data: using graphs to present data; introduction to binary Create a Play Lab project |
| Year 4 | **E-Safety**: Cyberbullying, Super Searchers (Accurate use of search engines), Copycats! (Plagiarism), Too Much information (online profiles), Being a responsible Digital Citizen | Code.org Course D: Digital Literacy/Online Safety: secure and memorable passwords Sequencing: review of algorithms, sequencing, debugging and persistence Events: review events and use them to build interactive games | Code.org Course D: Loops: nested loops and debugging Safer Internet Day

Code.org Course D Conditionals: if/else conditionals; while loops and until loops Create and showcase a new project |

Year 5	**E-Safety:** Spam!, Sites to Cite, Powerful Passwords, False Photography, Applying online safety to real-life scenarios	Code.org Course E: Sprites: introduction to Sprite Lab programming Digital Literacy/Online Safety: responsibility online; private and personal information; respecting ownership and copyright	Code.org Course E: Loops: nested loops; creating designs in Artist Functions: introduction to functions Safer Internet Day Code.org Course E: Conditionals with functions Designing for accessibility Create and showcase a new project
Year 6	**E-Safety:** Cyberbullying, Secure Websites, Online Relationships and Keeping Information Private, Girls and Boys Online, Applying online safety to real-life scenarios	Code.org Course F: Technology/computers in our lives User choice Sprites and behaviours Timed events Project in Sprite Lab Code.org Course F: Digital Literacy/Online Safety: the power of words and cyberbullying; Variables in Sprite Lab and Artist; Safer Internet Day	Code.org Course F: Variables continued 'For' loops in more complex puzzles; Data and Simulations Create and showcase a new project