Computing Curriculum Overview 24-25

National Curriculum Coverage — Key Stage 1 Computing Curriculum	1.1 Technology around us	1.2 Digital painting	1.3 Moving a robot	1.4 Grouping data	1.5 Digital writing	1.6 Programming animations	2.1 Information technology around us	2.2 Digital photography	2.3 Robot algorithms	2.4 Pictograms	2.5 Making music	2.6 Programming quizzes
Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions			✓			✓			✓			✓
Create and debug simple programs			✓			✓			✓			✓
Use logical reasoning to predict the behaviour of simple programs			✓			✓			✓			✓
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓
Recognise common uses of information technology beyond school	✓		✓	✓				✓	✓			
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	✓					✓	✓	✓		✓		

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
	Where Did you come from Pebble?	What will you grow into egg?	What was your home like?	Who did you belong to?	What do you do with an idea?	How high do you go sky?
EYFS - Understanding the world Computational Thinking (Barefoot Computing)	Operate and use simple equipment and programs -Cd player -cameras -Ipad -Beebots -smartboard Creating, Tinkering Awesome Autumn	Coding using Beebots Collaboration Persevering Winter Warmers	Looking at the range of technology we have at school and at home (and studying their uses eg mixers, dishwashers, ovens, washing machines) Pattern Logical reasoning	Using ipads to take photos and record video, incl staying safe online Abstraction Algorithms	Staying safe online Choosing technology to use for a specific purpose at and out of school Decomposition Summer Fun	Choosing technology to use for a specific purpose, including retrieval of info. Typing using laptops and ipads Review of concepts
Year 1 Overview of curriculum areas: links to the Education for a Connected World framework (ncce.io/efacw)	Computing systems and networks (Tech all around us: 1.1) - Copyright and ownership - Health, well-being and lifestyle Technology around us Recognising technology in school and using it responsibly	Creating Media (Digital painting 1.2) Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally – compare to painting in Term 1 art skills.	Programming A (Moving a Robot: 1.3) Privacy & security E-safety: Real or Fake? Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Data and information (Grouping data: 1.4) Copyright & ownership Grouping data (1.4) Exploring object labels, then using them to sort and group objects by properties.	Creating Media (Digital Writing: 1.5) Digital writing Using a computer to create and format text, before comparing to writing non-digitally	Programming B (Programming animations:1.6) Programming animations Designing and programming the movement of a character on screen to tell stories. Rocket or plane journey

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Year 2 Overview of curriculum areas: links to the Education for a Connected World framework (ncce.io/efacw)	Creating Media (Making music: 2.5) Copyright and ownership Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Computing systems and networks (IT around us: 2.1) - Health, well-being and lifestyle Information technology around us Identifying IT and how its responsible use improves our world in school and beyond	Creating Media (Digital Photography: 2.2) - Self-image and identity Digital photography Capturing and changing digital photographs for different purposes – photos for a museum	Programming A (Robot Algorithms 2.3) - Copyright and ownership Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Data and information (Pictograms 2:4) - Privacy and security Pictograms (2.4) Collecting data in tally charts and using attributes to organise and present data on a computer.	Programming B (Programming quizzes:2.6) Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.