Computing Yearly Overview

Year 1		Year 2		Year 3	
Computing Programme of Study	**Focus**	**Computing Programme of Study**	**Focus**	**Computing Programme of Study**	**Focus**
Computer Science: Coding	Solving problems using programmable toys	Computer Science: Coding	Programming on screen in Scratch Jr	Computer Science: Coding	Programming an animation
Computer Science: Computational thinking	Filming the steps of a process eg following a recipe	Computer Science: Computational thinking	Working out the rules for games	Computer Science: Computational thinking	Finding and correcting bugs
Technology: Creativity	Create piece of artwork eg inspired by an artist studied	Technology: Media	Taking, selecting and editing digital images	Information Technology: Media	Videoing a presentation against a green screen
Digital Literacy: Online safety	Creating an e book	Digital Literacy: Online safety	Researching a topic Digital	Digital Literacy Online safety	Creating presentations about ourselves
Technology: Media	Creating sound patterns in Scratch Jr and GarageBand	Information Technology: Media	Creating a stop-motion animation	Technology: Media	Producing a wiki Information unit of work
Information Technology: Data	Using data to solve clues	Information Technology: Data	Collecting data about bugs	Information Technology: Data	Collecting and analysing data

Computing Yearly Overview

Year 4		Year 5		Year 6	
Computing Programme of Study	**Focus**	**Computing Programme of Study**	**Focus**	**Computing Programme of Study**	**Focus**
Computer Science: Coding	Developing a simple educational game	Computer Science: Coding	Developing an interactive game	Science: Coding	Coding and physical computing
Computer Science: Coding	Coding for micro:bit	Computer Science: Computational thinking	Coding for micro:bit	Computer Science: Computational thinking	Mastering algorithms
Information Technology: Media	Creating a piece of music in GarageBand	Information Technology: Media	Creating a virtual space	Word Information Technology: Media	Creating a yearbook
Digital Literacy Online safety	Sharing experiences and opinions	Digital Literacy Online safety	Making sense of the Internet and building a website	Digital Literacy Online safety	Developing skills for social media
Computer Science: Coding	Fusing geometry and art	Information Technology: Media	Creating a presentation	Information Technology: Media	Creating an advert
Technology: Data	Recording and presenting	Information Technology: Media	Experimenting with virtual and augmented reality		Learning about artificial intelligence and machine learning