

Subject Overview: Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Programmable toys</p> <p>Age-appropriate games using technology</p> <p>Recording devices</p>					
Reception	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Programming A – Moving a robot</p>		<p>Creating media – Digital painting</p>			
Year 1	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Computing systems and networks – Technology around us</p>		<p>Creating media – Digital writing</p>		<p>Programming B – Introduction to animation</p>	
Year 2	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Computing systems and networks – IT around us</p>		<p>Programming A – Robot algorithms</p>		<p>Programming B – An introduction to quizzes</p>	
Year 3	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Computing systems and networks – Connecting computers</p>		<p>Creating media – Animation</p>		<p>Programming A – Sequence in music</p>	
Year 4	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Computing systems and networks – The Internet</p>		<p>Creating media – Audio editing</p>		<p>Programming A – Repetition in shapes</p>	
Year 5	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Computing systems and networks – Sharing information</p>		<p>Creating media – Vector drawing</p> <p>2D CAD</p>		<p>Programming A – Selection in physical computing</p> <p>Crumble D&T</p>	
Year 6	<p>Acceptable Use Policy (AUP) lesson—online safety rules</p> <p>Computing systems and networks – Communication</p>		<p>Programming A – Variables in games</p>		<p>Programming B – Sensing</p>	

Subject Overview: Computing (cross-curricular links)

Year 1	Creating media – Making music (Music)	Data and information – Pictograms (Maths)
Year 2	Data and information – Branching databases (Science)	
Year 3	Data and information – Data logging (Science)	
Year 5	Creating media – Web page creation (Special Studies)	