Computing Curriculum Overview – Galliard Primary School

EYFS	Computers, Networks & the WWW	Digital Literacy	Computer Science
	Using www to find information Youtube Homework via tapestry Online Phonics	Using 'paint' program Google earth/Maps IWB Class Computer, Phones Cameras iPads	Beebots Creating/following maps Sequencing stories Predictions Creating patterns Sequencing pictures/stories Directional language

	Autumn 1 Computers, Networks & the WWW	Autumn 2 Digital Literacy	Spring 1 Digital Literacy	Spring 2 Digital Literacy/ Computer Science	Summer 1 Computer Science	Summer 2 Computer Science
Year 1	Unit 1: Technology all around us (Computing systems & Algorithms)	Unit 2: Digital Painting (Effective use of tools & Creating Media)	Unit 3: Digital Writing (Effective use of tools & Creating Media)	Unit 4: Grouping Data (Data information & Algorithms)	Unit 5: Moving a Robot (Algorithms & Programming)	Unit 6: Programming Animations (Programming & Design & Development)
Year 2	Unit 1: Information Technology all around us (Computing systems & Netwroks)	Unit 2: Digital Photography (Effective use of tools & Creating Media)	Unit 3: Making Music (Computing systems & Design & Development)	Unit 4: Pictograms/Online Safety (Effective use of tools & Algorithms)	Unit 5: Robot Algorithms (Algorithms & Programming)	Unit 6: Programming Quizzes (Programing & Design & Development)
Year 3	Unit 1: Connecting Computers (Computing Systems & Networks)	Unit 2: Animation (Effective use of tools & Creating Media)	Unit 3: Desktop Publishing (Effective use of tools & Creating Media)	Unit 4: Branching Databases (Data & Information & Effective use of tools)	Unit 5: Sequencing Music (Programming & Design & Development)	Unit 6: Events & Actions in Program (Programming & Design & Development)
Year 4	Unit 1: Internet (Networks & Safety & Security)	Unit 2: Audio Editing (Effective use of tools & Creating Media)	Unit 3: Photo Editing (Effective use of tools & Creating Media)	Unit 4: Data Logging (Digital information & Computing Systems)	Unit 5: Repetition in Shapes (Algorithms & Programming)	Unit 6: Repetition in Games (Programming & Design & Development)
Year 5	Unit 1: Sharing Information (Effective use of tools & Networks)	Unit 2: Vector Drawing (Effective use of tools & Creating Media)	Unit 3: Video Editing (Creating Media & Design & Development)	Unit 4: Flat-File Databases (Effective use of tools & Data & Information)	Unit 5: Selection in Physical Computing (Programming & Computing systems)	Unit 6: Selection in Quizzes (Algorithms & Programming)

Year 6	Unit 1: Internet Communication (Effective use of tools & Networks)	Unit 2: 3D Modelling (Effective use of tools & Creating Media)	Unit 3: Webpage Creation (Creating Media & Design & Development)	Unit 4: Introduction to Spreadsheets (Data & Information & Effective use of tools)	Unit 5: Variables in Games (Programming & Design & Development)	Unit 6: Sensing (Programming & Computing Systems)