Computing Long Term Overview

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|  | Topic 1 | Topic 2 | Topic 3 | Topic 4 | Topic 5 | Ongoing |
| **Nursery** | Ask simple questions  Follow simple instructions | | | | | |
| **Reception** | Know that information can be retrieved from digital devices and the internet  Uses ICT hardware to interact with age appropriate computer software | | | | | |
| **Year 1**  Robots  Fire Fire  Growth and Green Fingers  Family Album  The Great Outdoors | CS - Programming | IT - digital research | CS / IT - computational thinking | IT / DL - recognise common uses of IT beyond school / hardware | IT - digital research   |  | | --- | |  | | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and responsibly. |
| **Year 1/2**  The Place where I live  Penguins, Pigs and Posums  Explorers  Growth and Green Fingers  Buckets and Spades | IT – Sound/multimedia | IT – text and images | CS - programming | CS – Computational thinking | IT - digital research | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and responsibly. |
| **Year 2**  The place Where I Live  Fighting Fit  Explorers  The Far Shop  Wind in the Wilows | IT - sound / multimedia | DL - electronic communication | CS - computational thinking / programming | IT - data handling | IT - presenting information  CS - programming | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and responsibly. |
| **Year 3**  There’s No place like home  Healthy Humans  Rock and Roll  The Iron Man  What the Romans did for us | IT – movies/multimedia | CS – programming/computational thinking | IT/DL – digital research | CS – programming/hardware | DL/CS – communication and collaboration/networking  IT – presenting information | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly. |
| **Year 3/4**  Sparks Might Fly  The Great Plague  How does your garden grow  Water Water Everywhere  Passport to Eaurope | CS – programming/hardware | IT – data handling | IT – graphics and images/modelling and simulation | IT – sound/multimedia | IT/DL – digital research  CS – computational thinking | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly. |
| Year 4/5  Faster, Higher, Stronger  Hunted  Passport to Europe  The Art of Food  A kingdom United | CS – programming/hardware | IT – data handling | IT – graphics and images/modelling and simulation | IT – sound/multimedia | IT/DL – digital research  CS – computational thinking | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly. |
| **Year 5/6**  A Kingdom United  Food Glorious Food  Earthings  Inventors and Inventions  Amazon Adventure | IT – data handling | DL/CS – collaboration/networking | IT – modelling | CS – programming/computational thinking | IT – multimedia  CS - programming | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly. |
| **Year 6**  Survival  Britten’s got talent  Heroes and Villains  Super Sleuth  Oh I do like to be beside the seaside | IT/DL – digital research | IT – multimedia | CS – computational thinking | IT/CS/DL – digital research, communication and collaboration/networking | CS – Programming/computational thinking/hardware | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly. |