Computing Long Term Overview

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|  | Topic 1 | Topic 2 | Topic 3 | Topic 4 | Topic 5 | Ongoing  |
| **Nursery** | Ask simple questionsFollow simple instructions |
| **Reception** | Know that information can be retrieved from digital devices and the internetUses ICT hardware to interact with age appropriate computer software |
| **Year 1**Robots Fire FireGrowth and Green FingersFamily 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

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 | 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 PosumsExplorers 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 LiveFighting FitExplorers The Far Shop Wind in the Wilows  | IT - sound / multimedia | DL - electronic communication | CS - computational thinking / programming | IT - data handling | IT - presenting informationCS - 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 HumansRock 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/networkingIT – 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 FlyThe Great PlagueHow does your garden growWater Water Everywhere Passport to Eaurope  | CS – programming/hardware | IT – data handling | IT – graphics and images/modelling and simulation | IT – sound/multimedia | IT/DL – digital researchCS – computational thinking | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly. |
| Year 4/5Faster, Higher, StrongerHuntedPassport to EuropeThe 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 researchCS – 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 – multimediaCS - programming | Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly. |
| **Year 6**SurvivalBritten’s got talent Heroes and VillainsSuper 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. |