Whole School Computing Overview

EYFS

Year	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
EYFS	**Screen:** -Active Inspire, e.g. children are to draw and label a picture of themselves. -Twinkl Maths Games / Counting Games. **iPads:** -Doodle Buddy. -Bee Bot game. **Computer:** -Phonics Games. -Active Inspire. **Bee Bots:** -Children are to direct the Bee Bots along the path to Granny's House.	**Screen:** -Active Inspire, e.g. children are to design their own Christmas Tree. -Twinkl Maths Games / Super Pairs 2D Shape Games. **iPads:** -Doodle Buddy. -Bee Bot game. **Computer:** -Phonics Games. -Active Inspire. **Bee Bots:** -Children are to direct the Bee Bots through the story of Stick Man. Can they order the events and go to them correctly?	**Screen:** -Active Inspire, e.g. children are to draw a Gruffalo Scene and label it. Can they write a caption? -Twinkl Maths Games / Number Bonds to 5 matching game. **iPads:** -Doodle Buddy. -Bee Bot game. **Computer:** -Phonics Games. -Active Inspire. **Bee Bots:** -Children are to move the Doctor Bee Bots to help the different objects.	**Screen:** -Active Inspire, e.g. children are to design their own pancake and label the toppings. -Twinkl Maths Games / Number Bonds to 10 matching game. **iPads:** -Doodle Buddy. -Bee Bot game. **Computer:** -Phonics Games. -Active Inspire. **Bee Bots:** -Children are to programme the Bee Bots to visit the different planets.	**Screen:** -Active Inspire, e.g. children are to draw a farm scene and label it. -Twinkl Maths Games / Addition Game. **iPads:** -Doodle Buddy. -Bee Bot game. **Computer:** -Phonics Games. -Active Inspire. **Bee Bots:** -Children are to move the Bee Bot through the story of 'What the Ladybird Heard'.	**Screen:** -Active Inspire, e.g. children are to draw an under the sea setting and label it. -Twinkl Maths Games / Counting to 20 Game. **iPads:** -Doodle Buddy. -Bee Bot game. **Computer:** -Phonics Games. -Active Inspire. **Bee Bots:** -Children are to programme the Bee Bot to collect the treasure dotted around the carpet.

KEY STAGE 1

Year	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Bee bots	Data and Information – Grouping Data	Creating media – Digital writing	Programming B – Introduction to animation
2	Computing systems and networks- IT around Us	Creating media- Digital Photography	Programming A- Robot Algorithms	Data and information- Pictograms	Creating media- Digital Music	Programming B- Programming Quizzes

LOWER KEY STAGE 2

Year	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
3	Computing Systems and Networks – Connecting Computers	Creating Media – Stop-frame animation	Programming A – Sequencing sounds	Data and Information – Branching Databases	Creating Media – Desktop Publishing	Programming B – Events and Actions in programs
4	Computing Systems and Networks – The Internet	Creating media – audio production	Programming A - Repetition in shapes	Data and Information - Data Logging	Creating Media – Photo Editing	Programming B – Repetition in games

UPPER KEY STAGE 2

Year	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
5	Computing systems and networks – Systems and searching	Creating media – Video Production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to Vector Graphics	Programming B – Selection in quizzes
6	Computing systems and networks – Communication and Collaboration	Creating media - Web page creation	Programming A – Variables in games	Data and information – Introduction to spreadsheets	Creating media – 3D modelling	Programming B – Sensing movement