



Newfield Primary School

Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	In EYFS pupils use technology to play, to learn in all subjects and across subjects, to explore and to develop their creativity. Pupils begin to develop their digital literacy, selecting a range of tools such as iPads, beebots, online games, cameras, voice recorders and light machines to develop and apply their skills. In EYFS they develop programming skills through the use of beebots, which enable them to create algorithms and use their problem-solving skills to debug. They are also taught how to stay safe online when using technology and to talk to a trusted adult if there is a problem.					
Year 1	iAlgorithm Unplugged activities to support understanding of algorithms	iDraw exploring digital art	iModel introduction to modelling	iWrite creating, manipulating and storing digital text	iProgram 1 programming physical and virtual toys	iProgram 2 Programming using online programs
Year 2	iSearch using the web to find things out	iProgram 1 creating simple animations	iAnimate introduction to stop motion animation	iPub creating interactive eBooks	iBlog writing and responding using Blogs	iProgram 2 Programming with ScratchJr
Year 3	iProgram Games and animation development	iSimulate exploring computer simulations	iNetwork introducing computer networks	iData introducing databases	iConnect Internet and World Wide Web including searching	iPodcast Audio editing with podcasts
Year 4	iAlgorithm Unplugged activities developing computational thinking	iProgram 1 programming with scratch	iProgram 2 making shapes and navigating mazes	iProgram 3 programming using decomposition	iData introduction to data representation	iAnimate introduction to animation
Year 5	iProgram 1 designing and developing multi-level programs	iDraw graphical drawing	iCrypto data and cryptography	iWeb remixing and creating web content using HTML	iProgram 2 designing and developing computer games	iModel 3D graphical modelling
Year 6	iProgram designing and developing computer programs	iNetwork Networks, data and creating web content	iData introducing spreadsheets	iApp 1 designing and developing apps	iProgram 2 designing and developing 3D animations	iModel 3D graphical modelling