



Year 1 – Computing Curriculum Overview

Period of Study	Unit	Programme of Study Statutory Statements	Concept
Autumn 1	Online Safety	<ul style="list-style-type: none"> use technology safely, keeping personal information private identify where to go for help when they have a concern about content on the internet or other online technologies 	Connecting (Society) Communicating
Autumn 2	Technology around us	<ul style="list-style-type: none"> use technology purposefully to create and store digital content recognise common uses of information technology in school use technology safely, keeping personal information private identify where to go for help when they have a concern about content on the internet or other online technologies 	Connecting (Hardware/Software) Communicating
Spring 1	Creating Digital Media	<ul style="list-style-type: none"> use technology purposefully to create and store digital content recognise common uses of information technology in school use technology safely, keeping personal information private identify where to go for help when they have a concern about content on the internet or other online technologies 	Connecting (Hardware/Software) Communicating
Spring 2	Programming – Moving a robot	<ul style="list-style-type: none"> understand what algorithms are create simple programs understand that algorithms are implemented as programs on digital devices recognise common uses of information technology beyond school 	Coding Connecting (Hardware/Software)
Summer 1	Data and Information – Grouping and sorting data	<ul style="list-style-type: none"> use technology purposefully to create and store digital content use technology safely and keep personal information private 	Connecting (Hardware/Software) Communicating Collecting
Summer 2	Programming – Introduction to animation	<ul style="list-style-type: none"> understand what algorithms are create simple programs understand that algorithms are implemented as programs on digital devices recognise common uses of information technology beyond school use technology purposefully to create and store digital content use technology safely and keep personal information private 	Coding Connecting (Hardware/Software) Communicating



Year 2 – Computing Curriculum Overview

Period of Study	Unit	Programme of Study Statutory Statements	Concept
Autumn 1	Online Safety	<ul style="list-style-type: none"> • use technology safely and respectfully • identify where to go for help when they have a concern about content or contact on the internet or other online technologies 	Connecting (Society) Communicating
Autumn 2	Information technology around us	<ul style="list-style-type: none"> • recognise common uses of information technology beyond school • use technology purposefully to create, organise, store, manipulate and retrieve digital content • use technology safely and respectfully) 	Connecting (Hardware/Software) Communicating
Spring 1	Programming – Robot algorithms	<ul style="list-style-type: none"> • understand that programs execute by following precise and unambiguous • instructions • debug simple programs • use technology safely and respectfully 	Connecting (Hardware/Software) Coding
Spring 2	Creating media – Writing, music and images	<ul style="list-style-type: none"> • use technology purposefully to create, organise, store, manipulate and retrieve digital content • use technology safely and respectfully 	Communicating Connecting (Hardware/Software)
Summer 1	Data and Information – Pictograms	<ul style="list-style-type: none"> • use technology purposefully to create and store digital content • use technology safely and respectfully 	Connecting (Hardware/Software) Communicating Collecting
Summer 2	Programming	<ul style="list-style-type: none"> • understand that programs execute by following precise and unambiguous instructions • debug simple programs • use technology respectfully 	Coding Connecting (Hardware/Software)



Year 3 – Computing Curriculum Overview

Period of Study	Unit	Programme of Study Statutory Statements	Concept
Autumn 1	Online Safety	<ul style="list-style-type: none"> use technology safely, respectfully and responsibly identify a range of ways to report concerns about content and contact use a variety of software (including internet services) to accomplish given goals, including presenting information 	Connecting (Society) Communicating Connecting (Hardware/Software)
Autumn 2	Connecting computers – Computing systems and networks	<ul style="list-style-type: none"> understand computer networks work with various forms of input and output use a variety of software (including internet services) to accomplish given goals, including presenting information 	Connecting (Hardware/Software) Connecting (Society) Communicating
Spring 1	Programming – Sequences	<ul style="list-style-type: none"> use sequence and repetition in programs; work with variables and various forms of input and output use logical reasoning to detect and correct errors in algorithms and programs use a variety of software (including internet services) on digital devices to create a range of programs, and content to accomplish given goals, including presenting information use technology, safely, respectfully and responsibly 	Connecting (Hardware/Software) Coding
Spring 2	Data and information – Branching databases	<ul style="list-style-type: none"> use a variety of software (including internet services) on digital devices to create a range of programs, systems and content to accomplish given goals, including collecting, analysing and presenting data and information 	Collecting Connecting (Hardware/Software)
Summer 1	Creating media – Desktop publishing and animation	<ul style="list-style-type: none"> use a variety of software (including internet services) on digital devices to create a range of programs, and content to accomplish given goals, including presenting information use technology, safely, respectfully and responsibly 	Connecting (Hardware/Software) Communicating
Summer 2	Programming -	<ul style="list-style-type: none"> use sequence and repetition in programs; work with variables and various forms of input and output use logical reasoning to detect and correct errors in algorithms and programs use technology, safely, respectfully and responsibly 	Coding Connecting (Hardware/Software)



Year 4 – Computing Curriculum Overview

Period of Study	Unit	Programme of Study Statutory Statements	Concept
Autumn 1	Online Safety	<ul style="list-style-type: none"> use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	Connecting (Society) Communicating
Autumn 2	The internet – Computing systems and networks	<ul style="list-style-type: none"> understand computer networks, including the internet and how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication use search technologies effectively, appreciate how results are selected select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals 	Connecting (Hardware/Software) Communicating Connecting (Society)
Spring 1	Data and information – Collecting data/graphs	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing and presenting data and information 	Connecting (Hardware/Software) Collecting
Spring 2	Creating Media	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing and presenting data and information use search technologies effectively, appreciate how results are selected 	Connecting (Hardware/Software) Communicating
Summer 1	Programming - Repetition in shapes	<ul style="list-style-type: none"> design and debug programs that accomplish specific goals, including simulating physical systems; solve problems by decomposing them into smaller parts use logical reasoning to detect and correct errors in algorithms use selection and repetition in programs work with variables use technology safely and respectfully 	Coding Connecting (Hardware/Software)
Summer 2	Programming – Repetition in games	<ul style="list-style-type: none"> write and debug programs that accomplish specific goals use sequence and repetition in programs; work with variables and various forms of input and output use logical reasoning to detect and correct errors in algorithms and programs 	Coding Connecting (Hardware/Software)



Year 5 – Computing Curriculum Overview

Period of Study	Unit	Programme of Study Statutory Statements	Concept
Autumn 1	Online Safety	<ul style="list-style-type: none"> use technology safely, respectfully and responsibly recognise appropriate/inappropriate behaviour; identify a range of ways to report concerns about content and contact be discerning in evaluating digital content 	Connecting (Society) Communicating
Autumn 2	Sharing Information – Computing systems and networks	<ul style="list-style-type: none"> use technology safely, respectfully and responsibly use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration 	Connecting (Hardware/Software) Communicating
Spring 1	Programming	<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 	Connecting (Hardware/Software) Coding
Spring 2	Creating media – Vector drawing	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	Connecting (Hardware/Software) Communicating
Summer 1	Data and Information – Flat file databases	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and 	Collecting



		content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	
Summer 2	Creating digital content – desktop publishing	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	Communicating Connecting (Hardware/Software)



Year 6 – Computing Curriculum Overview

Period of Study	Unit	Programme of Study Statutory Statements	Concept
Autumn 1	Online Safety	<ul style="list-style-type: none"> use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	Connecting (Society) Communicating
Autumn 2	Data and information - Spreadsheets	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	Connecting (Hardware/Software) Communicating Collecting
Spring 1	Programming – Variables	<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 	Connecting (Hardware/Software) Coding
Spring 2	Creating media – 3D Modelling	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	Communicating Connecting (Hardware/Software)
Summer 1	Creating Media – Web page creation	<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	Connecting (Hardware/Software) Communicating Collecting
Summer 2	Programming – physical systems	<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output 	Coding Connecting (Hardware/Software)