



IT and Computing Curriculum Overview

Year Group	Term					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<p>Online safety / Using iPads</p> <p>Skill: Using iPads</p> <p>Context : Naming we people we trust.</p>	<p>Online relationships / Bee bots</p> <p>Context: Digi duck for online relationships</p> <p>Skill: Basic coding using bee bots.</p>	<p>Purple Mash -</p> <p>Skill: Opening and closing from a link. Exploration of icons.</p>	<p>To be able to use multimedia -</p> <p>Skill: To be able to photograph a piece of work that you are proud of. Use of computing in our home</p>	<p>Simple coding - Cubetto</p> <p>Context Use of programming toys - Codapillar. Record voice using microphones</p>	<p>Online Bullying</p> <p>Context: identifying ways people can be unkind online. Say how others may feel.</p>
Reception	<p>Online Safety & Exploring Mini Mash /2 paint</p> <p>Skill: Mouse control</p> <p>Context: Traditional Tales & Nursery Rhymes pinned activities</p>	<p>Online relationships & Chatterpix</p> <p>Skill: Early mouse control and keyboard skills</p> <p>Context: Farm and Christmas pinned activities</p>	<p>Simple Coding Copyright</p> <p>Skill: To develop confidence using a programmable toy</p> <p>Use of keyboard to name work</p> <p>Context: Code-a-pillar and Bee Bot including Apps Naming work on Purple Mash</p>	<p>Use of IT in our lives. Personal Information</p> <p>Skill: Identify how we use technology in our lives to help us</p> <p>Context: Use of technology in our homes and how it can help us.</p> <p>Simple Coding</p>	<p>Using technologies for a purpose - coding</p> <p>Skill: To identify how we can use technology to solve problems.</p> <p>Context: Cubetto</p> <p>Simple Coding</p> <p>Lego explore Coding / Debug Algorithm</p>	<p>Using Technologies for a purpose</p> <p>Skill: To recognise how we can use technology to capture our experiences.</p> <p>Context: Use of iPads to capture video and images. Using app smashing.</p> <p>SAGE Lego League</p> <p>Lego explore</p>

<p>One</p>	<p>Online Safety and Exploring technology</p> <p>Skill: Help children to stay safe and understand what technology is .</p> <p>Context: Becoming familiar with the tools and topics of Purple Mash. Understanding that they have 'ownership' over creative work.</p> <p>Developing Word Processing Skills</p> <p>Skill: Word Processing</p> <p>Context: CVC words</p>	<p>Exploring digital sound</p> <p>Skill: Creating, storing and retrieving digital content.</p> <p>Context: Creating simple beats and compositions using digital sound.</p>	<p>Making multimedia stories</p> <p>Skill: Typing, electronic drawing tools, animation</p> <p>Context: Using 2Simple/purple mash to create stories linked with topic- Flat Stanley, RE links.</p>	<p>Action algorithms</p> <p>Skill: Making predictions, creating and following precise sets of instructions.</p> <p>Context: Recipes, dance routines, operating a crane.</p>	<p>Introduction into digital art</p> <p>Skill: Introduce children to a range of digital art. Apply the tools and their skills to a range of artistic styles and genres from painting to photography.</p>	<p>Programming direction</p> <p>Skill: Making predictions, creating more advanced algorithms, debugging simple programs</p> <p>Context: Programmable toys, e.g. Beebots or Cubetta.</p>
<p>Two</p>	<p>Online Safety</p> <p>Skill: Communicating safely online</p> <p>Context: Sending emails using Purple Mash</p> <p>Developing Word Processing Skills</p> <p>Skill: Word Processing</p>	<p>Writing in Different Styles</p> <p>Skill: Word processing; editing the size, style and colour of fonts.</p> <p>Context: Typing up work related to Great Fire of Newcastle, e.g. newspaper article</p>	<p>An introduction to animation</p> <p>Skill: Using a range of animation tools, comparing and evaluating different animation resources and websites.</p> <p>Context: Link to Roald Dahl - creating similar</p>	<p>Finding and Presenting Information</p> <p>Skill: Safely navigating and evaluating websites, interpreting data.</p> <p>Context: Using data from Science to create pictograms, bar charts and presentations.</p>	<p>Programming with Scratch Junior</p> <p>Skill: Making predictions, creating and debugging simple programs.</p> <p>Lego explore</p> <p>Coding</p> <p>Debugging</p> <p>Algorithms</p>	<p>Spreadsheets</p> <p>Skill: Using simple formulas in spreadsheets to answer questions and display information.</p> <p>Context: Link to Maths - statistics.</p> <p>Lego explore</p>

	Context: High frequency words and phrases.		characters.			
Three	<p>Online Safety</p> <p>Skill: Keeping information online private. Critically searching websites.</p> <p>Context: Looking at different websites and games - discussing their content.</p> <p>Touch Typing</p> <p>Skill: Word processing</p> <p>Context: Typing up topic related work.</p>	<p>Animation with Scratch</p> <p>Skill: Combining programming with animation. Using Scratch's programming language to control movements, actions and backgrounds.</p> <p>Context:</p>	<p>Email</p> <p>Skill: Safely sending and receiving emails. Adding attachments to emails.</p> <p>Context: Purple Mash Email - Simulated scenario related to topic.</p>	<p>Spreadsheets</p> <p>Skill: Using spreadsheets to display data in different ways. Using spreadsheet tools to answer questions.</p> <p>Context: Link to Maths - Statistics.</p>	<p>Lego league coding</p> <p>Skill: Using a range of coding commands including timers and repetition. Debugging codes.</p> <p>Context:</p>	<p>Getting Started with Scratch</p> <p>Skill: Programming characters and designing online settings.</p> <p>Context: Creating collecting and racing games.</p>
Four	<p>Safe searching on the web</p> <p>Skill: Navigating websites safely, comparing and evaluating search engines and search findings.</p> <p>Context: E-Safety- links to sharing and storing information</p>	<p>Digital Imagery</p> <p>Skill: Understanding methods of recreating these with digital art tools and photo editing</p> <p>Context: Mosaics</p>	<p>Programming Scratch Maze Games</p> <p>Skill: Designing backgrounds, programming characters, debugging codes.</p> <p>Context: Rainforest Maze Game</p>	<p>Computational Thinking: Alien Contact</p> <p>Skill: Problem solving, computational thinking.</p> <p>Context:</p>	<p>Kodu Sports</p> <p>Skill: Creating games</p> <p>Context: STEM Week</p>	<p>3D Design: Digital Modelling</p> <p>Skill: Creating 3D models (Sketch Up)</p>
Five	<p>Online Safety</p> <p>Skill: Recognising appropriate and</p>	<p>Manipulating sound</p> <p>Skill: Capturing,</p>	<p>Micro:bits / Lego</p> <p>Skill: Designing, writing and</p>	<p>2Code / Lego</p> <p>Skill: Designing, writing and</p>	<p>What is a computer</p>	<p>Building Collaborative Websites</p>

	<p>inappropriate content online.</p> <p>Context: Online Bullying</p> <p>Spreadsheets</p> <p>Skill: Using increasingly complicated tools to solve problems and display data.</p> <p>Context: Planning an event.</p>	<p>repeating and sequencing sound patterns.</p> <p>Context: Creating a multimedia story.</p>	<p>debugging programs.</p>	<p>debugging programs.</p> <p>Context: Creating a playable, competitive game.</p>	<p>Skill: Understanding the key components of computers.</p> <p>Context</p>	<p>Skill: Appropriate use of Google tools. Working as a team.</p> <p>Context: Creating a website.</p>
<p>Six</p>	<p>Online Safety</p> <p>Skill: Recognising more complicated risks of spending time online.</p> <p>Context: Understanding the impact of too much screen time on mental health.</p>	<p>Lego League</p> <p>Skill: Using flowcharts to check and debug programmes.</p> <p>Context: Creating a text-based adventure game.</p>	<p>Inside the Internet</p> <p>Skill: Understanding HTML code.</p> <p>Context: Creating web pages.</p>	<p>Lego League coding project</p> <p>Skill: Editing videos</p> <p>Context: Creating a video for the Leavers Assembly.</p>	<p>Manipulating images</p> <p>Pixlr Sculptris</p> <p>Skill: Photo editing</p> <p>Context: Editing Hokusai artwork Create Canopic Jar</p>	<p>Creating Instructional Videos</p> <p>Skill: Designing, creating, manipulating and retrieving digital information.</p> <p>Context: SATS Revision</p>

Online Safety to continue to be threaded throughout the academic year - see separate planning document.

See Enrichment Document for enrichment opportunities throughout the year for each year group.