



St Anne's Catholic Primary School
Subject Yearly Overview 2022-23
Computing



Year Group	Autumn Term	Spring Term	Summer Term
EYFS	<p>Children will develop their computing knowledge and skills through continuous provision and adult directed tasks. They will work independently and collaboratively, sharing ideas, resources and skills.</p> <ul style="list-style-type: none"> • iPads- accessing apps and games • NumBots • Online safety and how to use equipment safely • Take a photo or video using the iPad • Wide range of resources available for children to select and use independently 		
Year 1	<p><u>Computing systems and networks</u> <u>Technology all around us</u> Children will recognise technology in school and use it responsibly.</p> <p><u>Programming A</u> <u>Moving a robot</u> Children will write short algorithms and programs for floor robots and predict program outcomes.</p>	<p><u>Creating media</u> <u>Digital painting</u> Children will choose appropriate tools in a program to create art as well as making comparisons with working non-digitally.</p> <p><u>Data and information</u> <u>Grouping data</u> Children will explore object labels, then use these to sort and group objects by properties.</p>	<p><u>Creating media</u> <u>Digital writing</u> Children will use a computer to create and format text, before comparing to writing non-digitally.</p> <p><u>Programming B</u> <u>Animations</u> Children will design and program the movement of a character on screen to tell stories.</p>
Year 2	<p><u>Computing systems and networks</u> <u>Technology all around us</u> Children will continue to identify IT and how its responsible use improves our world in school and beyond.</p> <p><u>Programming A</u> <u>Robot algorithms</u> Children will create and debug programs and using logical reasoning to make predictions.</p>	<p><u>Creating media</u> <u>Digital photography</u> Children will capture and change digital photographs for different purposes.</p> <p><u>Data and information</u> <u>Pictograms</u> Children will collect data in tally charts and organise and present data on a computer</p>	<p><u>Creating media</u> <u>Making music</u> Children will use a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p> <p><u>Programming B</u> <u>Quizzes</u> Children will design algorithms and programs that use events to trigger sequences of</p>
Year 3	<p><u>Computing systems and networks</u> <u>Connecting computers</u></p>	<p><u>Creating media</u> <u>Stop frame animation</u></p>	<p><u>Creating media</u> <u>Desktop publishing</u></p>

	<p>Children will identify that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p> <p><u>Programming A</u> <u>Sequencing sounds</u> Creating sequences in a block-based programming language to make music.</p>	<p>Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p> <p><u>Data and information</u> <u>Branching databases</u> Building and using branching databases to group objects using yes/no questions.</p>	<p>Creating documents by modifying text, images, and page layouts for a specified purpose.</p> <p><u>Programming B</u> <u>Events and actions in programs</u> Writing algorithms and programs that use a range of events to trigger sequences of actions</p>
Year 4	<p><u>Computing systems and networks</u> <u>Computing systems and networks - The Internet</u> Children will recognise the internet as a network of networks (including the WWW), and why we should evaluate online content.</p> <p><u>Programming A</u> <u>Repetition in shapes</u> Children will use text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p><u>Creating media</u> <u>Audio production</u> Children will capture and edit audio to produce a podcast, ensuring that copyright is considered.</p> <p><u>Data and information</u> <u>Data logging</u> Children will recognise how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p><u>Creating media</u> <u>Photo editing</u> Children will manipulate digital images and reflect on the impact of changes and the purpose of these.</p> <p><u>Programming B</u> <u>Repetition in games</u> Children will use a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>
Year 5	<p><u>Computing systems and networks</u> <u>Sharing Information</u> Children will recognise IT systems around us and how they allow us to search the internet.</p> <p><u>Programming A</u> <u>Selection in physical computing</u> Children will explore conditions and selection using a programmable microcontroller.</p>	<p><u>Creating media.</u> <u>Vector drawing</u> Children will create images in a drawing program by using layers and groups of objects.</p> <p><u>Data and information</u> <u>Flat file databases</u> Children will use a database to order data and create charts to answer questions.</p>	<p><u>Creating media</u> <u>Video production</u> Children will plan, capture, and edit videos to produce a short film.</p> <p><u>Programming B</u> <u>Selection in quizzes</u> Children will explore selection in programming to design and code an interactive quiz.</p>

Year 6	<p><u>Computing systems and networks</u> <u>Computing systems and networks - communication</u> Children will identify and explore how data is transferred and information is shared online.</p> <p><u>Programming A</u> <u>Variables in games</u> Children will explore variables when designing and coding a game.</p>	<p><u>Creating media.</u> <u>3D modelling</u> Children will plan, develop and evaluate 3D computer models of physical objects.</p> <p><u>Data and information</u> <u>Introduction to spreadsheets</u> Children will answer questions by using spreadsheets to organise and calculate data.</p>	<p><u>Creating media</u> <u>Webpage creation</u> Children will design and create webpages, giving consideration to copyright, style, and navigation.</p> <p><u>Programming B</u> <u>Sensing</u> Children will design and code a project that captures inputs from a physical device.</p>

**NB Mixed Year Groups will focus on the same topics, e.g. Year 3/4 will study Year 4 topics. Children will not repeat topics.*