Bishop Wilkinson
Catholic Education Trust
Through Christ, in Partnership

St Anne's Catholic Primary School
Computing Overview

Working together; in faith, learning and love

Year Group	Autumn Term	Spring Term	Summer Term
EYFS	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. • 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	Computing systems and networks Technology all around us Children will recognise technology in school and use it responsibly. Programming A Moving a robot Children will write short algorithms and programs for floor robots and predict program outcomes.	Creating Media Digital painting Children will choose appropriate tools in a program to create art as well as making comparisons with working non–digitally. Data and information Grouping data Children will explore ob ject labels, then use these to sort and group ob jects by properties.	Creating media Digital writing Children will use a computer to create and format text, before comparing to writing non–digitally. Programming B Animations Children will design and program the movement of a character on screen to tell stories.
Year 2	Computing systems and networks Technology all around us Children will continue to identify IT and how its responsible use improves our world in school and beyond. Programming A Robot algorithms	Creating media Digital photography Children will capture and change digital photographs for different purposes. Data and information Pictograms Children will collect data in tally charts	Creating media Making music Children will use a computer as a tool to explore rhythms and melodies, before creating a musical composition. Programming B

	Children will create and debug programs and using logical reasoning to make predictions.	and organise and present data on a computer.	<u>Quizzes</u> Children use programming blocks to use, modify, and create programs. Children will also be introduced to the early stages of program design through the introduction of algorithms.
Year 3	<u>Computing systems and networks</u> <u>Connecting computers</u>	<u>Creating media</u> <u>Stop frame animation</u>	<u>Creating media</u> <u>Desktop publishing</u>

	Children will identify that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. <u>Programming A</u> <u>Sequencing sounds</u> Creating sequences in a block-based programming language to make music.	Capturing and editing digital still images to produce a stop-frame animation that tells a story. <u>Data and information</u> <u>Branching databases</u> Building and using branching databases to group objects using yes/no questions.	Creating documents by modifying text, images, and page layouts for a specified purpose. <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

Year 4	Computing systems and networks Computing systems and networks – The Internet Children will recognise the internet as a network of networks (including the WWW), and why we should evaluate online content. Programming A Repetition in shapes Children will use text-based programming language to explore count-controlled loops when drawing shapes.	Creating media Audio production Children will capture and edit audio to produce a podcast, ensuring that copyright is considered. Data and information Data logging Children will recognise how and why data is collected over time, before using data loggers to carry out an investigation.	Creating media Photo editing Children will manipulate digital images and reflect on the impact of changes and the purpose of these. Programming B Repetition in games Children will use a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	Computing systems and networks Sharing Information Children will recognise IT systems around us and how they allow us to search the internet. Programming A Selection in physical computing Children will explore conditions and selection using a programmable microcontroller.	Creating media Vector drawing Children will create images in a drawing program by using layers and groups of objects. Data and information Flat file databases Children will use a database to order data and create charts to answer questions.	Creating media Video production Children will plan, capture, and edit videos to produce a short film. Programming B Selection in quizzes Children will explore selection in programming to design and code an interactive quiz.

Year 6	Computing systems and networks Computing systems and networks – communication Children will identify and explore how data is transferred and information is shared online. Programming A Variables in games Children will explore variables when designing and coding a game.	Creating media 3D modelling Children will plan, develop and evaluate 3D computer models of physical objects. Data and information Introduction to spreadsheets Children will answer questions by using spreadsheets to organise and calculate data.	Creating media Webpage creation Children will design and create webpages, considering copyright, style, and navigation. Programming B Sensing Children will design and code a project that captures inputs from a physical device.
As part of our internet safety education, KS2 children will explore the role of Artificial Intelligence (AI) in the digital world. This includes learning how AI can influence online content and recognising how tools like deepfakes can be used to manipulate images and videos. These lessons aim to equip children with the critical thinking skills needed to stay safe and make informed decisions online			