

Computing – Unit Overview

**Intent
(Aims)**

To enable all children to be **responsible digital citizens** who are confident in **computer science, digital literacy** and **information technology**.

Computing Unit Progression

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Online Safety		Spiral Curriculum – SWGFL Digital Literacy and Citizenship					
Computing and Systems Networks		<u>Technology around us</u>	<u>IT around us</u>	<u>Connecting computers</u>	<u>The Internet</u>	<u>Systems and searching</u>	<u>Communication and collaboration</u>
Creating Media			<u>Digital music</u>	<u>Desktop Publishing</u>	<u>Audio production</u>	<u>Video production</u>	
		<u>Digital writing</u>			<u>Photo editing</u>	<u>Introduction to vector graphics</u>	<u>Webpages Creation</u>
Programming		<u>Moving a robot</u>	<u>Robot algorithms</u>	<u>Sequencing sounds</u>	<u>Repetition in games</u>	<u>Selection in physical computing</u>	<u>Variables in games</u>
		<u>Programming animations</u>	<u>Programming quizzes</u>	<u>Events and actions in programs</u>			<u>Sensing movement</u>
Data and Information		<u>3D Modelling</u>	<u>Pictograms</u>	<u>Branching databases</u>	<u>Data logging</u>	<u>Flat-file databases</u>	<u>Introduction to Spreadsheets</u>