

Computing Subject Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS – Class England	Uses of technology <i>Identifying technology within the classroom</i>	Uses of technology <i>Identifying technology within the classroom and the environment</i>	Programming <i>Unplugged – following instructions</i>	Uses of technology <i>Identifying technology within the classroom and home</i>	Uses of technology <i>Creating videos with sound</i>	Uses of technology <i>Typing and keyboard skills</i>
Year 1- Class France	Programming (Unplugged) <i>Exploring algorithms in a relatable way and being introduced to key vocabulary</i>	Uses of Information Technology <i>Recognise common uses of information technology within school</i>	Programming (Concrete) <i>Reinforcing concepts taught in the “Unplugged” unit of work using the same vocabulary and visual coding</i>	Using Information Technology Software -Creating Media <i>Use a paint software program to create a digital picture</i>	Programming (Abstract) <i>Introduce plugged activities using apps and website using vocabulary and visual coding already taught</i>	Using Information Technology Software – Exploring and Evaluating Applications <i>Explore different applications and learn that different applications can achieve different products</i>
Year 2- Class Morocco	Programming (Unplugged) <i>Exploring algorithms in a relatable way and being introduced to key vocabulary</i>	Uses of Information Technology (NCCE Unit) <i>To recognise how technology is used outside of school</i>	Programming (Concrete) <i>Reinforcing concepts taught in the “Unplugged” unit of work using the same vocabulary and visual coding</i>	Using Information Technology Software -Creating Media <i>Use devices to take photographs, and learn that photographs can be edited, retaken and shared</i>	Programming (Abstract) <i>Introduce plugged activities using apps and website using vocabulary and visual coding already taught</i>	Using Information Technology Software – Recording data on pictograms <i>Record data into a software program, and learn how data can be represented in graphs</i>
Year 3- Class China	Programming (Unplugged) <i>Exploring algorithms in a relatable way and</i>	Using Information Technology – Creating Media	Programming (Concrete) <i>Reinforcing concepts taught in the “Unplugged” unit of</i>	Uses of Information Technology –	Programming (Abstract) <i>Introduce plugged activities using apps and website using</i>	Using Information Technology – Creating Stop Start Animation

	<i>being introduced to key vocabulary</i>	(Desktop Publishing) <i>Learn about the features of Desktop Publisher</i>	<i>work using the same vocabulary and visual coding</i>	Connecting Computers <i>Learn how to search safely on the Internet, and how searches are made</i>	<i>vocabulary and visual coding already taught</i>	<i>Create an animation using a "Stop Start" application</i>
Year 4- Class Chile	Programming (Unplugged) <i>Exploring algorithms in a relatable way and being introduced to key vocabulary</i>	Using Information Technology – Using Microsoft Word <i>Learn about the features of Microsoft Word</i>	Programming (Concrete) <i>Reinforcing concepts taught in the "Unplugged" unit of work using the same vocabulary and visual coding</i>	Searching by using Information Technology <i>Understand how results from search engines are selected and ranked</i> <i>Learn that the internet is a large network which helps us to connect with each other</i>	Programming (Abstract) <i>Introduce plugged activities using apps and website using vocabulary and visual coding already taught</i>	Using Information Technology to Create Media – editing photos <i>Learn how to edit photos using a software program</i>
Year 5- Class India	Programming (Unplugged) <i>Exploring algorithms in a relatable way and being introduced to key vocabulary</i>	Searching by Using Information Technology <i>Understand that websites can be manipulated and changed, and how to spot credible websites</i>	Using Information Technology – Using software to create drawings <i>Create vector drawings by combining shapes using a software program</i>	Uses of Information Technology – Sharing Information <i>Learn that each computer has a unique I.P. address, and how we can use the Internet to communicate</i>	Programming (Abstract) <i>Introduce plugged activities using apps and website using vocabulary and visual coding already taught</i>	Using Information Technology Software –Creating Videos <i>Plan and create their own video using a software program</i>
Year 6- Class USA	Programming (Unplugged) <i>Exploring algorithms in a relatable way and</i>	Using Information Technology – databases <i>Create a database and explain the difference</i>	Using Information Technology <i>Use features of Microsoft Word to create a piece of work</i>	Programming (Abstract) <i>Introduce plugged activities using apps and website using</i>	Uses of Information Technology – Communicating	Using Information Technology to create a website

	<i>being introduced to key vocabulary</i>	<i>between data and information, and how data can be attributed</i>		<i>vocabulary and visual coding already taught</i>	through the Internet <i>Learn how to communicate through the Internet through wireless technology and how search engines function</i>	<i>Use "Google Sites" to create their own web page</i>
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