Limehurst Primary School
Whole School Overview

Cycle A	Computing					
At Limehurst we have chosen to follow the **Teach Computing Curriculum** for computing, which is structured in units to ensure a comprehensive coverage of the subject. The curriculum has been written to support all pupils and build on previous learning. Every year group follows the same four themes to progress skills and concepts from one year group to the next.						
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
EYFS	ICT within the Early Years introduces children to cause and effect toys', supporting children to understand how basic technology works and can be used within their everyday lives. This progresses to using remote controlled toys and programmable toys such as Bee Bots and roamers, using computers and tablets and also using other technology such as cameras and the internet.					
Year 1	**Computing Systems and Networks** Technology around us- develop an understanding of technology and consider how to use it responsibly.	**Creating Media** Digital painting-develop an understanding of and use a range of tools for digital painting.	**Programming** Moving a robot- introduce early programming concepts including design through the introduction of algorithms.	**Data and Information** Grouping data- introduce data and information.	**Creating Media** Digital writing-develop an understanding of the various aspects of using a computer to create and manipulate text.	**Programming** Programming animations- introduce on-screen programming through ScratchJr.
Year 2	**Computing Systems and Networks** IT around us- learn about the importance of using IT responsibly.	**Creating Media** Digital photography- recognise that different devices can be used to capture photographs and gain experience capturing, editing, and improving photos.	**Programming** Robot algorithms- develop an understanding of instructions in sequences and the use of logical reasoning to predict outcomes.	**Data and Information** Pictograms- present data in the form of pictograms and finally block diagrams.	**Creating Media** Digital music- use a computer to create music.	**Programming** Programming quizzes- Use and modify designs to create their own quiz questions in ScratchJr.
Year 3	**Computing Systems and Networks** Connecting computers- develop their understanding of digital devices, with an initial focus on inputs, processes, and outputs.	**Creating Media** Stop frame animation- use a range of techniques to create a stop-frame animation using tablets.	**Programming** Sequencing sounds- create their own programs, featuring sequences.	**Data and Information** Branching databases- develop an understanding of what a branching database is and how to create one.	**Creating Media** Desktop publishing- Use desktop publishing software and consider careful choices of font size, colour, and type to edit and improve premade documents.	**Programming** Events and actions in programs- explore the links between events and actions, while consolidating prior learning relating to sequencing.
Year 4	**Computing Systems and Networks** The internet- apply their knowledge and understanding of networks to evaluate online content to decide how honest, accurate, or reliable it is, and understand the consequences of false information.	**Creating Media** Audio production- produce a podcast, which will include editing their work, adding multiple tracks, and opening and saving the audio files.	**Programming** Repetition in shapes- create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.	**Data and Information** Data logging- pose questions and then use data loggers to automatically collect the data needed to answer those questions.	**Creating Media** Photo editing- develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused.	**Programming** Repetition in games- design and create a game which uses repetition, applying stages of programming design throughout.
Year 5	**Computing Systems and Networks** Systems and searching- develop their understanding of computer systems and how information is transferred between systems and devices.	**Creating Media** Video production - learn how to create short videos by working in pairs or groups.	**Programming** Selection in physical computing- use physical computing to explore the concept of selection in programming using the Crumble programming environment.	**Data and Information** Flat-file databases- use tools within a database to order and answer questions about data.	**Creating Media** Introduction to vector graphics- start to create vector drawings and learn how to use different drawing tools to help them create images.	**Programming** Selection in quizzes- design a quiz in response to a given task and implement it as a program.

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Year 6	**Computing Systems and Networks** Communication and collaboration- learn how to communicate responsibly by considering what should and should not be shared on the internet.	**Creating Media** Web page creation- introduction to creating websites for a chosen purpose.	**Programming** Variables in games- apply their knowledge of variables and design to improve their games in Scratch.	**Data and Information** Introduction to spreadsheets- create charts and evaluate their results in comparison to questions asked.	**Creating Media** 3D modelling- develop their knowledge and understanding of using a computer to produce 3D models.	**Programming** Sensing movement- apply their knowledge of the programming constructs and use their design to create their own micro: bit-based step counter.