



Subject: Computing

Theale CE Primary School Subject Overview

Group	Year	Term	Topic Overview
F52/Year 1	FS2		<p>Children in Foundation Stage will have opportunities throughout the year to become familiar with the online tools that they will use later. These opportunities include:</p> <p><b>Communication and Language</b> - "Being Imaginative". Using a variety of applications to create electronic artwork and stories.</p> <p><b>Reading</b> - An introduction to online tools that require reading to properly understand. Create slideshows and receive emails.</p> <p><b>Writing</b> - Writing on an electronic device using a keyboard or touchscreen.</p> <p><b>Exploring and using Media</b> - Experiment with electronic tools for making music, paintings and 3D modeling.</p> <p><b>Life Skills</b> - Using technology to learn more about healthy living and relationships.</p>
	Year 1	Autumn (1)	<b>Online Safety</b> - Why do we have usernames, passwords and avatars? How do they keep us safe? Understanding what makes a good username, avatar and password
		Autumn (2)	<b>Art and Design</b> - Animated Story books: Exploring and creating e-books, comparing similarities and differences with traditional books
		Spring (3)	<b>Technology outside the classroom</b> - Exploring technology used outside the classroom, at home and in the community
		Spring (4)	<b>Computational thinking and Coding</b> - To understand how the order of instructions changes the outcomes using BeeBots.
		Summer (5)	<b>Coding and computational thinking</b> - Lego Builders: begin to think logically about scenarios. Children will be introduced to the term 'algorithm'. This concept is at the core of coding.
		Summer (6)	<b>Data Handling</b> - Pictograms: What is a pictogram? How can it be used to present and interpret data
Year 2&3	Year 2	Autumn (1)	<b>Online Safety</b> - searching the internet safely and understanding our "digital footprint"
		Autumn (2)	<b>Coding</b> - writing code and debugging where needed

		Spring (3)	<b>Spreadsheets</b> - using spreadsheets to store data and the copy/paste tool	
		Spring (4)	<b>Art and Design</b> - Creating images: Exploring different styles of traditional art using electronic medium, e.g. pointilism, cubism	
		Summer (5)	<b>Presenting Ideas</b> - using a range of tools to explore non-fiction and fiction topics	
		Summer (6)	<b>Data Handling</b> - Asking questions and creating branching data bases	
	Year 3	Autumn (1)	<b>Online Safety</b> - What are PEGI ratings? Why do we have them? Digital foot prints and using digital media - what happens to things we post online? How can we keep ourselves safe?	
		Autumn (2)	<b>Coding</b> - introduction to repeating "loops", including variables and the "if" command	
		Spring (3)	<b>Spreadsheets</b> - using coordinates to navigate spreadsheets and creating bar charts	
		Spring (4)	<b>Typing</b> - learning the core skills of touch-typing on a physical or electronic keyboard	
		Summer (5)	<b>email</b> - writing and sending emails to specific addresses, including attachments when appropriate	
		Summer (6)	<b>Simulations</b> - understanding how computers allow us to explore dangerous or difficult situations in safety	
	Year 4&5	Year 4	Autumn (1)	<b>Online Safety</b> - consider the risks and benefits of computer use, including as part of a healthy lifestyle
			Autumn (2)	<b>Coding</b> - LOGO: Using repeat loops and variable to create shapes and mathematical patterns
			Spring (3)	<b>Spreadsheets</b> - planning and budgeting for an event (imaginary or other)
Spring (4)			<b>Effective searching and Computer Hardware</b> - Review how to use search engines effectively. Learn the different parts that make up a computer	
Summer (5)			<b>Animation</b> - Creating 'stop motion' animations	
Summer (6)			<b>Making music</b> - Compose a piece of music using digital software	
Year 5		Autumn (1)	<b>Online Safety</b> - Understanding the importance of being safe online, including personal data and sharing concerns about things online, downloading software and apps, the need for being healthy	
		Autumn (2)	<b>Coding</b> - designing and creating games that make use of timers and variables	

		Spring (3)	<b>Spreadsheets</b> - writing formulae to resolve age-appropriate mathematical problems (e.g. calculate area of triangles)
		Spring (4)	<b>Data Handling</b> - Exploring and creating databases
		Summer (5)	<b>Writing and Presenting</b> - Choosing appropriate fonts, styles and layouts for different text types
		Summer (6)	<b>3D Modeling</b> - understanding the real-world applications and different stages of 3D computer design
Year 6	Year 6	Autumn (1)	<b>Coding</b> - Writing and debugging code to make multiple things occur, using complex language including
		Autumn (2)	<b>Spreadsheets</b> - Using formulae to explore real life situations and solve mathematical problems
		Spring (3)	<b>Text adventures</b> - Design and make a choose-your-own-adventure game using hyperlinks
		Spring (4)	<b>Networks</b> - Understanding what a network is and why they are important; recognizing the internet as a global network
		Summer (5)	<b>Binary</b> - investigating number systems other than base 10; understanding simple binary and its significance in computing
		Summer (6)	<b>Writing and Presenting</b> - Blogging/Quizzing - writing blogs and or quizzes; understanding the key features needed and the audience they are intended for