Computing
Unit of Study Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2		Summer 1	Summer 2
EYFS	Intro to the iPad Drawing and Camera	Programming (Beebots & J2e)	Capital letters and Keyboard iPad- Camera	Capital letters and Keyboard iPad- Camera		Digital Art & Keyboard Skills (J2e)	The use of IT
Year 1	Technology all around us: Teach Computing	Programming Beebots and iPad apps	Programming Beebots and iPad apps	Keyboard and Mouse Skills		Digital Art (J2e & Doodle Art)	Microsoft Word
Year 2	Information Technology all around us: Teach Computing	Programming Scratch Jnr	Programming Scratch Jnr	Microsoft Word/Pages		Data Handling (J2e)	Animation (J2e)
Year 3	Connecting Computers: TeachComputing	Programming Scratch	Programming Scratch	Microsoft Word/Pages		Stop-Motion Animation	PowerPoint/ Keynote
Year 4	The Internet: TeachComputing	Programming Scratch	Programming Scratch	Data Handling (Numbers App) 2/3 of the term	Microsoft Word/Pages (Covid Catch-up) 1/3 of the term	Video- Green Screen	PowerPoint/ Keynote
Year 5	Sharing Information: TeachComputing	Programming Scratch	Programming Scratch	Apple Keynote (App Design) / PowerPoint		Video Editing/Green Screen	Handling Data (Excel)
Year 6	Internet Communication: TeachComputing	Programming Scratch (Covid Catch-up) Challenge - Swift Playgrounds	Programming Scratch (Covid Catch-up) Challenge - Swift Playgrounds	Project Work		Green Screen/ Website Design	Project Work

	Information Technology - The understanding of how computers, systems and networks work.	**Each lesson will begin with 5 minutes typing practice.** **Y1- Sounds**
	Computer Science - The understanding of how programmes are created and the science behind how much of our technology we use today works.	**Y2-3 quick sentences** **Y4-6 Z-Type.**
	Digital Literacy - The presenting, and creating, of information using computers.	**This subject is taught weekly during PPA sessions. Classes with a 2 form entry will split into 3 groups.**