



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



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