**Computing Overview** (note Computing is not taught weekly over terms but instead as units throughout the year) e.safety opportunities in all units

| | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 | Unit 6 | Unit 7 | Unit 8 |
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| Year 1 | How things work technology in the home and school- electricity and batteries<br><br>Information technology<br>E.safety | Creating with a drawing app<br><br>Information technology | Understanding Algorithms- unplugged<br><br>Computer Science | Understanding Algorithms- Bee-bot roamers, then Bee-Bott app<br><br>Computer Science | Typing an e.safety message (pages/word)<br><br>Information Technology/ Digital Literacy E. Safety | Creating an e.safety poster using a variety of apps/software<br><br>Information Technology/ Digital Literacy/ E.safety | | |
| Year 2 | How Things Work- computers and tablets: hardware/ software- sorting use<br><br>Information Technology | Create an internet safe avatar, offline and online<br><br>Information Technology<br>E.safety | Make a video to explain Zip it, Block it, Flag it<br><br>Information Technology/ Digital literacy<br>E.safety | How Thinks Work- computers and tablets maintenance<br><br>Information Technology | Algorithms- unplugged Instructions in real word<br><br>Using bee-bots and algorithms precisely<br><br>Computer Science | Coding with Scratch Jnr<br><br>Computer Science | Organising information that has been researched on the internet using word processor (pages) and presentation software (Keynote)<br><br>Digital Literacy<br>Information Technology | Penguinpig- not everything online is real… pupils create their own digital story using Keynote and thinking about audience<br><br>Information Technology/ Digital Literacy |
| Year 3 | Online Safety: zip it flag it block it.. online gaming<br><br>Using Google docs and classroom<br><br>Digital literacy/e-safety | Emails as a communication tool and Spam and harassment<br><br>Information technology<br>Digital literacy/e-safey | Decomposition<br><br>Unplugged programming<br><br>Computer Science | How technology works: Simulating real environments<br><br>Computer Science<br>Digital literacy | Algorithms Scrath Jr Design, decompose, program, debug, play and evaluate a game.<br><br>Computer Science<br>Digital literacy | History has changed technology<br><br>Diversity in history of computing and animation extended project<br><br>Information Technology | Animation project<br><br>Computer Science<br>Digital literacy | Communication over long distance (video calls and emailing)<br><br>Typing a thank you letter and attaching to emails<br><br>Standing up to online meanness<br><br>Word processing and g.suite<br><br>Digital literacy/e-safety |

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| Year 4 | Diversity in computer programming<br><br>E.safety recap:<br><br>Google classroom and g.suite login and create Screen Time e.safety poster<br><br>Digital Literacy/ Computer Science | How technology works.<br><br>Logical reasoning and binary code<br><br>Computer Science | How technology works To learn about Networks<br><br>Digital Literacy/ Computer Science | To learn about different operating systems<br><br>Touch Typing<br><br>Information Technology | E.safety project, sharing information on social media- harassment tweeting e-safety advice.<br><br>Digital Literacy | Using search technology<br><br>Internet browsers<br>Computer Science/ Digital Literacy<br>E.safety | Programming, sequencing and decomposition with Littlebits physical resources, extended project<br><br>Computer Science | |
| Year 5 | Hazards of online communication privacy settings and sharing images<br><br>Using Google classroom as communication tool<br><br>Digital literacy E.safety | How technology works. What information computers and companies collect. How images can be used for cyberbullying<br><br>Digital Literacy/ Computer Science/ e.safety | Use 3D software to simulate physical systems and solve problems.<br><br>Toca builder Minecraft<br><br>Computer Science | To use data harvesters<br><br>Apps: Stopwatch Db Sound meter Seismograph<br><br>Information Technology/ Computer Science | Create a multimedia presentation to fulfil a brief extended project<br><br>Range of software including Keynote<br><br>Digital Literacy/ Computer Science/ IT | Radio extended Project<br>(If run by university timings subject to change)<br><br>Diversity in modern British Entertainment<br><br>Garageband app physical zoom recorders<br><br>Digital Literacy/ Computer Science/ IT | Programming with Sketchnation, evaluating<br><br>Computer Science | Website creation<br><br>Unplugged, design a website information to collect, sponsorship, advertising, PEGI age restrictions<br><br>Use website layout software including schools-online<br><br>Digital Literacy/ Computer Science/ e.safety |
| Year 6 | E-safety looking after ourselves cyberbullying, meeting up… looking after possessions and money phishing Inappropriate image sharing<br><br>Digital Literacy/ e.safety | E.safety body image and childline<br><br>Digital Literacy/ e.safety | Programming within strict parameters<br><br>Draw Your Game Unplugged then digital<br><br>Computer science | Sequence, selection, and repetition in programs<br><br>Spreadsheet software Excel/numbers<br><br>Data Harvesters<br><br>Computer Science/ Information Technology | Coding with industry standard language -extended project<br><br>Diversity in modern day programming and solving regional problems<br><br>Swift language for app development<br><br>Digital Literacy/ Computer Science | Website coding- html<br><br>W3schools html editing<br><br>Social Media e.safety plan<br><br>Digital Literacy/ Computer Science/ IT e.safety | Video extended Project- online collaboration (Padlets)<br><br>Video editing, camera angles (Dv cameras)<br>Green screen (not everything is real) iMovie<br><br>Digital Literacy/ Computer Science/ e.safety | |