

# 1.

# Computing Units



		Computing					
<b>EYFS</b>	In the EYFS we follow the children's interests, therefore we do not follow set topics although we do observe topics which children will naturally gravitate towards at certain times of the year. We endeavour to make learning active, hands on and most importantly fun addressing next steps for each individual child there and then within their play. We explore seasonal change and celebrations through stories and real-life experiences. This plan ties into our continuous provision and daily routine plans which have been developed ensuring the coverage is progressive developing next steps in line with the 'Birth to 5' documentation.						
	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>	
<b>Year 1</b> Jupiter	<b>Computing systems and networks – Technology around us</b>	<b>Creating Media – Digital painting</b>	<b>Programming A – Moving a robot</b>	<b>Data and Information – Grouping data</b>	<b>Creating Media-Digital writing</b>	<b>Programming B – Programming animations</b>	
	<b>Eafety Unit – Project Evolve</b> 1. Self-Image and Identity 2. Health, Well-being and Lifestyle/ Online Bullying		<b>Eafety Unit – Project Evolve</b> 1. Copyright and Ownership 2. Privacy and Security		<b>Eafety Unit – Project Evolve</b> 1. Online Relationships 2. Manging Online Information		
<b>Year 2</b> Venus	<b>Computing systems and networks – IT around us</b>	<b>Creating Media – Digital Photography</b>	<b>Programming A – Robot algorithms</b>	<b>Data and Information – Pictograms</b>	<b>Creating Media-Digital music</b>	<b>Programming B – Programming quizzes</b>	
	<b>Eafety Unit – Project Evolve</b> 1. Self-Image and Identity 2. Managing Online Information		<b>Eafety Unit – Project Evolve</b> 1. Privacy and Security 2. Online Bullying / Health, Well-being and Lifestyle		<b>Eafety Unit – Project Evolve</b> 1. Copyright and Ownership 2. Online Relationships		
<b>Year 3</b> Earth	<b>Computing systems and networks – Connecting computers</b>	<b>Creating Media – Stop-frame animation</b>	<b>Programming A – Sequencing sounds</b>	<b>Data and Information – Branching databases</b>	<b>Creating Media-Desktop publishing</b>	<b>Programming B – Events and actions in programming</b>	
	<b>Eafety Unit – Project Evolve</b> 1. Self-Image and Identity 2. Online Relationships		<b>Eafety Unit – Project Evolve</b> 1. Online Bullying 2. Health, Well-being and Lifestyle / Managing Online Information		<b>Eafety Unit – Project Evolve</b> 1. Copyright and Ownership 2. Privacy and Security		
<b>Year 4</b> Neptune	<b>Computing systems and networks – The internet</b>	<b>Creating Media – Audio production</b>	<b>Programming A – Repetition in shapes</b>	<b>Data and Information – Data Logging</b>	<b>Creating Media-Photo editing</b>	<b>Programming B – Repetition in games</b>	
	<b>Eafety Unit – Project Evolve</b> 1. Self-Image and Identity 2. Online Bullying/ Health, Well-being and Lifestyle		<b>Eafety Unit – Project Evolve</b> 1. Online Relationships 2. Managing Online Information		<b>Eafety Unit – Project Evolve</b> 1. Copyright and Ownership 2. Privacy and Security		
<b>Year 5</b> Saturn	<b>Computing systems and networks – Systems and searching</b>	<b>Creating Media – Video production</b>	<b>Programming A – Selection in physical computing</b>	<b>Data and Information – Flat-file databases</b>	<b>Creating Media-Introduction to vector graphics</b>	<b>Programming B – Selection in quizzes</b>	
	<b>Eafety Unit – Project Evolve</b> 1. Self-Image and Identity 2. Online Relationships		<b>Eafety Unit – Project Evolve</b> 1. Online Bullying 2. Managing Online Information		<b>Eafety Unit – Project Evolve</b> 1. Copyright and Ownership 2. Health, Well-being and Lifestyle / Privacy and Security		
<b>Year 6</b> Mercury	<b>Computing systems and networks – Communication and collaboration</b>	<b>Creating Media – Web page creation</b>	<b>Programming A – Variables in games</b>	<b>Data and Information – Introduction to Spreadsheets</b>	<b>Creating Media-3D Modelling</b>	<b>Programming B – Sensing movement</b>	
	<b>Eafety Unit – Project Evolve</b> 1. Self-Image and Identity 2. Managing Online Information		<b>Eafety Unit – Project Evolve</b> 1. Online Relationships 2. Online Bullying/ Health, Wellbeing and Lifestyle		<b>Eafety Unit – Project Evolve</b> 1. Copyright and Ownership 2. Privacy and Security		