Computing Overview: Whole School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Lesson 1 – iMake music Lesson 2 – iTell Stories Lesson 3 iMake Art Lesson 4 – iMake Videos					
Reception	Lesson 1 – iMake Algorithms Lesson 2 – iMake Make Pixel Art Lesson 3- iCan Sequence Lesson 4- iFind Patterns	Lesson 5 – iMake music Lesson 6 – iTell Stories Lesson 7 iMake Art Lesson 8 – iAm logical	Lesson 9 – iCan Sort Lesson 10– iCan Play Lesson 11- iMake Media Lesson 12 – iCan Move	Lesson 13 – iCan Turn Lesson 14– iCan Animate Lesson 15- iCan Model Lesson 16 – iCan Control	Lesson 17 – iCan Direct Lesson 18– iMake Videos Lesson 19 iCan Make Pictograms Lesson 20– iStay Safe	Lesson 21 – iSearch Online Lesson 22– iGuess Beasts Lesson 23 iCan Program Lesson 24– iStay Surf Lesson 25 –iCatch Aliens
	eSafety – iDecide Lesson 1 To understand that information can be put onine	eSafety -iDetail Lesson 2 To understand what personal information is	eSafety -iInvestigate Lesson 3 To understand the need to check information on line is reliable	eSafety –iProtect Lesson 4 To understand the need for passwords and for keeping them private	eSafety - iSave Lesson 5 To understand rules for staying safe online	

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Year 1	**iAlgorithm** computing activities to understand of algorithms (6 Weeks)	**iModel** Creating and manipulating digital text (4-5 Weeks)	**iDraw** children explore and develop skills using digital tools to create and edit graphical art. (5 Weeks)	**iProgram- 1** Creating & following algorithms. Programming physical &virtual toys (5-6 weeks)	**iWrite** The children learn how to enter and print text, save and retrieve work. (4 weeks)	**iProgram- 2** The children Scratch Jr to design and program animated stories. (6 Weeks)	**iSafe** This unit explores Key aspects of safety to support pupils with safe technology use and online behaviour
Year 2	**iProgram** Creating simple animations (6 weeks)	**iSearch** Using the web to find things out answers to questions (5-6 weeks)	**iAnimate** The children will explore creating narratives and combing them with images their own short animated scenes. (6 weeks)	**iPub** Children present their findings and develop digital literacy skills by producing multi-media interactive ebooks. (6 weeks)	**iBlog** Children will develop both their writing and digital literacy skills by learning how to craft posts and address questions. (6 weeks)	**iProgram-2** The children explore coding and computational thinking practices using technology, expression and learning with Scratch. (6 weeks)	**iSafe** This unit helps children understand the risks associated with sharing personal information online and how to make informed choices.

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Year 3	**iProgram** Developing computational thinking and programming animations with Scratch (6 weeks)	**iSimulate** Exploring computer simulations, investigating options and testing predictions (5 weeks)	**iNetwork** Exploring networks and learning how digital devices are connected together to form them (4 weeks)	**iData** Exploring database to find information out and add records. (5 weeks)	**iConnect** Learning about the Internet and word Wide Web (6 Weeks)	**iPodcast** Creating and editing audio podcasts (6 Weeks)	**iSafe** -Be discerning in evaluating digital content -Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and
Year 4	**iProgram-1** Developing computational thinking and creating programs with Scratch. (5 Weeks)	**iData** Exploring data representation with database. (5-6 Weeks)	**iAnimate** Combining narrative and artwork to create computer animations (5 Weeks)	**iMail** Sending and receiving email safely and responsibly (5 Weeks)	**iProgram 2** Developing computational thinking and programming skills to investigate angles and navigate mazes (6 Weeks)	**iProgram- 3** Solving puzzles with LightBot (2 Weeks)	**iSafe** -Be discerning in evaluating digital content -Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and

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Year 5	**iProgram -1** Developing computational thinking and programming animations with Scratch (8 weeks)	**iDraw** Vector drawing Exploring how images are made from shapes and lines (5-6 Weeks)	**iCrypto** Cryptography Exploring data encryption (6 weeks)	**iWeb** Exploring web design and construction (6 weeks)	**iProgram- 2** Developing computational thinking and programming with Kodu (8 Weeks)	**iModel** Exploring 3D modelling Designing and constructing 3D models (6 weeks)	**iSafe** Use technology safely. Respectfully and recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact
Year 6	**iProgram – 1** Designing and developing with Scratch (6 Weeks)	**iNetwork** Networks, data representation, HTML/CSS (6 Weeks)	**iData** Introducing Spreadsheets (5-6 Weeks)	**iApp- 1** Designing and developing apps with Bitsbox (6 Weeks)	**iProgram – 2** Designing and developing 3D animations (6 Weeks)	**iModel** Introducing 3d computer modelling (6 Weeks)	**iSafe** Use technology safely, respectfully and responsibly; recognise acceptable/unaccept able able behaviour; identify a range of ways to report concerns about content and contact