



Computing Curriculum Overview

	Autumn	Spring	Summer
EYFS	Introduction to technology in our lives, including: How things work, using mechanical Toys and Equipment – pulleys, pushes, lights; using electrical equipment – interactive whiteboards, iPads, CD players, headphones, electrical toys; digital art using iPads; using cameras to record pictures and video; recording sounds; finding information electronically – using online search engines, scanning QR codes, using online maps		
YEAR 1	We are treasure hunters: Solving problems using programmable toys We are TV chefs: Filming the steps of a recipe	We are digital artists: Creating work inspired by great artists We are publishers: Creating a multimedia eBook about our achievements	We are rhythmic: Creating sound patterns in ScratchJr and GarageBand We are detectives: Using data to solve clues
YEAR 2	We are astronauts Programming on screen in ScratchJr We are games testers: Working out the rules for games	We are photographers: Taking, selecting and editing digital images We are safe researchers: Researching a topic	We are animators: Creating a stop-motion animation We are zoologists: Collecting data about bugs
YEAR 3	We are programmers: Programming an animation We are bug fixers: Finding and correcting bugs	We are presenters: Videoing a presentation against a green screen We are who we are: Creating presentations	We are co-authors: Producing a wiki We are opinion pollsters: Collecting and analysing data
YEAR 4	We are software developers: Developing a simple educational game We are makers: Coding for micro:bit	We are musicians Creating a piece of music in GarageBand We are bloggers: Sharing experiences and opinions	We are artists: Fusing geometry and art We are meteorologists: Recording and presenting the weather
YEAR 5	We are game developers Developing an interactive game We are cryptographers: Cracking codes	We are architects: Creating a virtual space We are web developers: Making sense of the Internet and building a website	We are adventure gamers: Creating an interactive adventure using presentation software We are VR designers: Experimenting with virtual and augmented reality
YEAR 6	Y4 We are makers (Autumn 2021 & 2022 ONLY): Coding for micro:bit We are toy makers (Autumn 2023 onward): Coding and physical computing We are computational thinkers: Mastering algorithms for searching, sorting maths	We are publishers: Creating a yearbook or magazine We are connected: Developing skills for social media	We are advertisers: Creating a short television advert We are AI developers: Learning about artificial intelligence and machine learning