

## Computing Overview

Nursery	<p>Nursery children should:</p> <ul style="list-style-type: none"> <li>• Seek to acquire basic skills in turning on and operating some ICT equipment.</li> <li>• Operate mechanical toys, e.g. turn the knob on a wind-up toy or pulls back on a friction car. Nursery children may:</li> <li>• Know how to operate simple equipment.</li> <li>• Show an interest in technological toys with knobs or pulleys, or real objects.</li> <li>• Show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Know that information can be retrieved from computers</li> </ul>		
Reception	<p>Reception children should:</p> <ul style="list-style-type: none"> <li>• Know how to operate simple equipment.</li> <li>• Show an interest in technological toys with knobs or pulleys, or real objects.</li> <li>• Show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Know that information can be retrieved from computers. Reception children may:</li> <li>• Complete a simple program on a computer.</li> <li>• Interact with age-appropriate computer software</li> </ul>		
	<b>Autumn Term</b>	<b>Spring Term</b>	<b>Summer Term</b>
Year 1	<b>Let's Create</b> <i>To create a project with picture, text and sound.</i>	<b>Visual Information</b> <i>To collect, sort and present data.</i>	<b>Discovering Programming</b> <i>To create a test an algorithm using Beebots.</i>
Year 2	<b>Getting Creative</b> <i>To create and sequence digital images, and begin to explore animation.</i>	<b>Starting Research</b> <i>To research and share information.</i>	<b>Messages and Virtual Worlds</b> <i>To explore online games and how our choices affect them.</i>
Year 3	<b>Keeping Informed</b> <i>To research and enter data into databases in order to answer questions.</i>	<b>Bringing Images to life</b> <i>To plan, create and code an online animation.</i>	<b>Developing Communication</b> <i>To create and edit a sound project.</i>
Year 4	<b>Accuracy Counts</b> <i>To plan and carry out research efficiently and back up findings with graphs.</i>	<b>Programming and Games</b> <i>To design, programme, test and debug a simple game.</i>	<b>Authoring</b> <i>To create a multimedia text for a specific audience and purpose.</i>
Year 5	<b>Data Matters</b> <i>To conduct efficient and safe research and produce a digital resource about their findings.</i>	<b>Robotics and Systems</b> <i>To send and receive messages using MicroBits.</i>	<b>Sound Works</b> <i>To plan and create a multi-track sound recording and evaluate their work.</i>
Year 6	<b>Staying Connected</b> <i>To conduct factual and respectful research to inform a project for a particular target audience.</i>	<b>Information Models</b> <i>To create a simple spreadsheet and investigate how changing variables can help solve problems.</i>	<b>Morphing Image</b> <i>To create and then evaluate a mini film or animation.</i>
<p><b>E-Safety is an important topic that is an integral part of every Computing lesson. We also have specific E-Safety lessons for each year group each half term and the whole school takes part in Safer Internet Day each February.</b></p> <p style="text-align: center;"><b>The computing suite is also available to use in other lessons as well.</b></p>			