

Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Computing through continuous provision	Computing through continuous provision	Computing through continuous provision	Computing through continuous provision	Computing through continuous provision	Computing through continuous provision
R	Computing through continuous provision	Computing systems and networks: Using a computer	Programming 1: All about instructions	Computing systems and networks: Exploring hardware	Programming 2: programming Bee-Bots	Data handling: Introduction to data
Y1	Computing systems and networks: Improving mouse skills Online safety (lesson 1)	Programming 1: Algorithms unplugged Online safety (lesson 2)	Skills showcase: Rocket to the moon Online safety (lesson 3)	Programming 2: Bee-Bot Online safety (lesson 4)	Creating media: Digital imagery Online safety (lesson 5)	Data Handling: Introduction to data
Y2	Computing systems and networks1: What is a computer? Online safety (lesson 1)	Programming 1: Algorithms and debugging Online safety (lesson 2)	Computing systems and networks 2: Word processing Online safety (lesson 3)	Programming 2: ScratchJr Online safety (lesson 4)	Creating media: Stop motion Online safety (lesson 5)	Data Handling: International Space Station
Y3	Computing systems & networks1: Networks and the internet Online safety (lesson 1)	Programming: Scratch Online safety (lesson 2)	Computing systems and networks 2: Emailing Online safety (lesson 3)	Computing systems and networks 3: Journey inside a computer Online safety (lesson 4)	Creating media: video trailers (previously called 'digital literacy') Online safety (lesson 5)	Data handling: Comparison cards databases
Y4	Computing systems and networks: Collaborative learning Online safety (lesson 1)	Programming 1: Further coding with Scratch Online safety (lesson 2)	Creating media: Website design Online safety (lesson 3)	Skills showcase: HTML Online safety (lesson 4)	Programming 2: Computational thinking Online safety (lesson 5)	Data Handling: Investigating weather
Y5	Programming 1: Music Online safety (lesson 1)	Computing Systems and Networks: Search engines Online safety (lesson 2)	Data Handling: Mars Rover 1 Online safety (lesson 3)	Creating media: Stop motion animation Online safety (lesson 4)	Programming 2: Micro:Bit Online safety (lesson 5)	Skills Showcase: Mars Rover 2
Y6	Computing systems and network: Bletchley Park and the history of computers Online safety (lesson 1)	Programming: New AI unit Online safety (lesson 2)	Data Handling 1: Big Data 1 Online safety (lesson 3)	Programming: Introduction to Python Online safety (lesson 4)	Data handling 2: Big Data 2 Online safety (lesson 5)	Skills showcase: Inventing a product Online safety (lesson 6)