

Computing Units Overview 2024-2025

	Autumn		Spring		Summer	
EYFS <i>Computational Thinking: Unplugged approach</i>	Pattern: : Grouping and naming - Using the classroom environment eg through Shadow labels (link Mathematics) Pattern: Sorting and sequencing (link Mathematics)	Abstraction: Retelling events using prompts (link Geography - Autumn walk)	Tinkering: What do we do to make things move (link: Science) Digital photography: Using Ipads to capture images (link Writing) Persevering: noticing when we do not give up (link PSED) Decomposition: Breaking things down into simple steps (link DT) Making: Making things, checking and fixing things (link DT) Pattern: Grouping (Mathematics)	Collaboration: Working together (link PSED) Algorithms: Sequencing and pattern, working out new ways to do things (link Maths) Abstraction: Creating maps (link Geography)	Decomposition: Breaking things down into simple steps - Bee Bots (link Geography) Making: Constructing buildings (link Science) Making: Making things, checking and fixing things (link DT)	Logic: Anticipating and explaining (Link: Reading)
Year 1	1.1 Technology around us	1.6 Digital Writing	1.2 creating media: digital painting (paintz)	1.3 Programming: Physical Computing moving a robot (Beebots)	1.4 Data and Information: grouping data	1.5 Programming: animations (Scratch Jr)
Year 2	2.1 IT all around us and typing skills	2.2 Creating media: digital photography (ipads)	2.3 Data and Information: pictograms (J2E)	2.4 Physical Computing Programming: Robot Algorithm (Beebots)	2.5 Creating Media: Digital music (Musiclab)	2.6 Programming: quizzes (ipads - ScratchJr)
Year 3 <i>Typing Skills</i>	3.1 Digital devices and networks - connecting computers	3.3 Programming: sequencing music (Scratch)	3.4 Data and Information: Branching Databases (J2E)	3.5 Creating media: desktop publishing (Canva)	3.6 Programming: Events and Actions (Scratch)	3 Physical Computing Micro:bits (block based coding only - not python)
Year 4 <i>Typing Skills</i>	4.1 All about the Internet	4.3 Programming: Repetition in shapes (Logo)	4.6 Programming: Repetition in games (Scratch)	3.2 Creating Media: Stop animation (StopAnimation-ipads)	4.4 Data and Information: data logging (Microbits)	4.5 Creating media: Photo editing (Pixlr online)
Year 5	5.1 Systems and	6.2 Creating Media: we	5.3 Programming A:	5.4 Data and Information:	5.6 Programming B:	5.5 Creating media:

Typing Club	Searching	are web designers (Google Sites)	Selection in physical computing (Crumble) (+ 2 wks DT time inc h/w planning)	Data and information - flat-file databases (J2E)	Selection in quizzes (Scratch)	introduction to vector graphics (Google Draw)
Year 6 Typing Club	6.1 Communication and Collaboration	5.2 Creating media:- video and audio editing (some adaptations to TC curriculum needed for audio aspects)	6.3 HTML and CSS (Trinket)	6.4 Creating Media - 3D Modelling (Tinkercad)	6.5 Data and information - Introduction to Spreadsheets (Google Sheets)	6.6 Programming: Puthon (Trinket)

Class Teacher Units - Units which are easier for Class Teachers to follow without Emma!

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			Decomposition: Breaking things down into simple steps (link DT) Making: Making things, checking and fixing things (link DT) Pattern: Grouping (Mathematics)			
Year 1	1.1 Technology around us	1.2 creating media: digital painting	1.3 Programming: Physical Computing moving a robot	1.4 Data and Information: grouping data	1.5 Programming: animations	1.6 Digital Writing (move this unit to Autumn 2)
Year 2	2.1 IT all around us and typing skills	2.2 Creating media: digital photography (ipads)	2.3 Data and Information: pictograms (J2E)	2.4 Physical Computing Programming: Robot Algorithm (Beebots)	2.5 Creating Media: Digital music (Musiclab)	2.6 Programming: quizzes (ipads - ScratchJr)
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Year 5 <i>Typing Club</i>	5.1 Systems and Searching	6.2 Creating Media: we are web designers (Google Sites)	5.3 Programming A: Selection in physical computing (Crumble)	5.4 Data and Information: Data and information - flat-file databases (J2E)	5.6 Programming B: Selection in quizzes (Scratch)	5.5 Creating media: introduction to vector graphics (Google Draw)
Year 6 <i>Typing Club</i>	6.1 Communication and Collaboration	5.2 Creating media:- video and audio editing (some adaptations to TC curriculum needed for audio aspects)	6.3 HTML and CSS (Trinket)	6.4 Creating Media - 3D Modelling (Tinkercad)	6.5 Data and information - Introduction to Spreadsheets (Google Sheets)	6.6 Programming: Python (Trinket)

Computer Science

How computers and computer systems work & how they are designed and programmed

Foundations

Information Technology

The purposeful use of existing programs to develop products and solutions

Applications

Digital Literacy

The skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world.

Implications