

Ellingham C of E Primary School
Computing Curriculum Overview 2022-23

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p><i>Kingdoms and Communities</i> Unit 2 'We can take Turns'- using technology safely; using simple apps.</p>	<p><i>Kingdoms and Communities</i> Online Safety- 'Smartie the Penguin'. Unit 12 'We are Talkers'- making online safety videos.</p>	<p><i>Wonderful World</i> Unit 17 'We are Designers'-making an environment for a remote-controlled toy to manoeuvre around.</p>	<p><i>Wonderful World</i> Unit 16 'We can Count'- programming a programmable toy. Codeapillar</p>	<p><i>Forest Fun</i> Unit 20 'We can Observe'-taking photographs using a digital microscope.</p>	<p><i>Forest Fun Music Creation</i> https://www.ilearn2.co.uk/freeyear1musiccreation.html <u>Busy Bodies</u></p>
Yr 1/2	<p><i>From Farm to Fork Technology Around Us</i> Recognising technology all around us and beginning to use keyboard and mouse. https://drive.google.com/drive/folders/1f6lzeblIvTCNpIDS6YwlopsdIaVi_QqG</p> <p style="text-align: center;"><u>Self-image and identity</u></p>	<p><i>From Farm to Fork Creating Media</i> https://drive.google.com/drive/folders/1T17Tcrrgjhd8dDie6iKpC6yUf0Hzmci https://www.j2e.com/jit5 Tuxpaint.org</p> <p style="text-align: center;"><u>Privacy and security</u></p>	<p><i>Time Travellers Moving a Robot</i> Introduces early programming concepts using floor robots. Short algorithms and programs. https://docs.google.com/document/d/1aV_XJN5HCgGuMWirWNT9d1fe2RfzD7PWODu4nLEXc/edit</p>	<p><i>Time Travellers Digital Photographs</i> Using a camera or tablet to take photographs to tell a story. Image composition, quality etc https://drive.google.com/drive/u/1/folders/1Gdh3Zw0uKesSOyqAhCqE2M_hCOePG8m</p>	<p><i>Towers, Tunnels and Turrets Introduction to Animation</i> This unit introduces learners to on screen programming through ScratchJr. https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation</p>	<p><i>Towers, Tunnels and Turrets Pictograms</i> Data collection as tally charts. Introduces attributes to organise data. Presenting data graphically as pictograms. https://docs.google.com/document/d/1TBj8R8MjLjeW-iNwPMT7bKlRvjhgNRldTrCc_p-S_3u0/edit#heading=h.w4qeidxonltt</p>

	<p><u>Online relationships</u> <u>Online reputation</u> <u>Online bullying</u></p>	<p><u>Managing online information</u></p>		<p>Book Creator https://www.commonsense.org/education/lesson-plans/using-technology-to-enhance-an-all-about-me-book#1</p> <p>https://www.commonsense.org/education/lesson-plans/creating-nonfiction-books-about-animals-in-book-creator</p> <p>Health, wellbeing and lifestyle</p> <p>Copyright and ownership</p>		<p>https://www.ilearn2.co.uk/free--year-2-data-handling.html</p>
Yr 3/4	<p>Invaders! Systems and Networks- The Internet https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet</p> <p>Health well-being and lifestyle: Self-image and identity <u>Online relationships</u> <u>Online reputation</u> <u>Online bullying</u></p>	<p>Invaders! Programming- Sequence in Music https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music</p> <p><u>Privacy and security</u> <u>Managing online information</u></p>	<p>Remarkable Rainforests Creating media- desktop publishing https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing or Creating Media- Comic Creation https://www.ilearn2.co.uk/omiccreationteacherfree.html https://www.makebeliefscomix.com/Comix/</p> <p>Copyright and ownership</p>	<p>Remarkable Rainforests Programming- events and actions https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions</p> <p>https://studio.code.org/s/coursec-2020/stage/15/puzzle/1</p>	<p>Roman Britain Creating Media- photo editing https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing</p> <p>Copyright and ownership</p>	<p>Roman Britain Creating Media- Stop-frame animation https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation</p>

<p>Yr 5/6</p>	<p><i>The Might of Monarchs from 1066</i> Systems and Networks- Communication</p> <p>https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication</p> <p><u>Self-image and identity</u> <u>Online relationships</u> <u>Online reputation</u> <u>Online bullying</u> <u>Health, wellbeing and lifestyle</u></p>	<p><i>The Might of Monarchs from 1066</i> Programming- Repetition in Games</p> <p>https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing</p> <p><u>Privacy and security</u> <u>Managing online information</u></p>	<p><i>Early Civilisations</i> Creating Media-Video Editing</p> <p>https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing</p>	<p><i>Early Civilisations</i> Programming- Selection in Quizzes</p> <p>https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes</p>	<p><i>All Change/ Crime and Punishment</i> Programming- Creating media-3D Modelling</p> <p>https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling</p>	<p><i>All Change/ Crime and Punishment</i> Creating Media-a yearbook or magazine.</p> <p>https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation</p> <p><u>Copyright and ownership</u></p>
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