

Wintringham Primary Academy - Computing Curriculum Overview 2023 – 2024

Year Group	Autumn Term	Spring Term	Summer Term	Online Safety
EYFS	Programming Bee-Bots (P) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware.	Exploring Hardware (CS&N) Tinkering and exploring with different computer hardware and learning to operate a camera.	Basic skills: Using a computer (CS&N) Learning about the main parts of a computer and how to use the keyboard and mouse. Learning how to log in and out.	Online Safety (OS) Learning to show what behaviours are safe and unsafe when using technology, through continuous provision, stories and circle time focus.
	Improving Mouse Skills (CS&N) Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art	Introduction to Data (DH) Learning what data is and the different ways it can be represented. Learning why data is useful and the ways it can be gathered and recorded.	Programming Scratch Jr. (P) Exploring what 'blocks' do' by carrying out an informative cycle of predict > test > review. Programming a familiar story and make a musical instrument.	Online Safety (OS) Learning: how to keep information safe and private online; who we should ask before sharing things online and how to give, or deny permission online.
Year 1 and Year 2	What is a computer? (CS&N) Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world to design their own computerised invention.	Stop Motion Animation (CM) Learning how to create simple animations from storyboarding creative ideas.	Algorithms / Bee-Bots (P) Algorithms, decomposition and debugging are made relatable to familiar contexts, following directions, learning why instructions need to be specific.	Online Safety (OS) Learning how to stay safe online and how to manage feelings and emotions when someone or something has upset us.
Year 3 and Year 4	Website Design (CM) Learning how web pages and sites are created and how to embed media and links.	Journey Inside a Computer (CS&N) Assuming the role of computer parts and creating paper versions of computers to consolidate understanding of how a computer works.	Investigating Weather (DH) Researching and storing data on spreadsheets and designing a weather station.	Online Safety (OS) Learning: the difference between fact, opinion and belief; and how to deal with upsetting online content. Knowing how to protect personal information online.
	Programming Scratch (P) Exploring the programme Scratch, following the predict > test > review cycle. Learning about 'loops' and programming an animation, story and game.	Networks and the Internet (CS&N) Learning what a network and how devices communicate and share information	Further Coding with Scratch (P) Revisiting the key features and beginning to use 'variables' in code scripts.	Online Safety (OS) Searching for information and making a judgement about the probable accuracy; recognising adverts and pop-ups; understanding that technology can be distracting.
	Search Engines (CS&N) Learning about how page rank works and how to identify inaccurate information	Stop Motion Animation (History) (CM) Creating animations, storyboard ideas and decomposing a story into small parts before putting together to create the illusion of a moving image.	Programming Music (Scratch) (P) Building-on programming and music skills to create different sounds, beats and melodies which are put to the test with a Battle of the Bands performance!	Online Safety (OS) Learning about app permissions; the positive and negative aspects of online communication; that online information is not always factual; how to deal with online bullying and managing our health and wellbeing.
Year 6	Bletchley Park (CS&N) Discovering the history of Bletchley and learning about code breaking and password hacking. Demonstrating digital literacy skills by creating presentations.	Data Handling: Big Data 1 (DH) Identifying how barcodes and QR codes work. Learning how infrared waves are used for the transmission of data while recognising the uses of RFID	Skills Showcase (DH) (CM) (P) Designing a product, pupils: evaluate, adapt and debug code to make it suitable for their needs and designing products in CAD and creating a website and video	Online Safety (OS) Learning to deal with issues online; about the impact and consequences of sharing information online; how to develop a positive online reputation; combating and dealing with online bullying and protective passwords.
Online Safety Unit is taught throughout the year			Cycle A being taught during (September 2023 - July 2024)	
EYFS - Computing is taught through continuous provision. Years 5&6 - Computing is taught in individual computing lessons.		Years 1&2 and 3&4 - Computing is taught in the ICE zones and individual computing lessons.		

Key: (CM) – Creative Media (DH) – Data Handling (P) – Programming (CS&N) – Computing Systems and Networks (OS) – Online Safety