Carclaze School Computing Yearly Overview – Following the Purple Mash Scheme of Work

Theme Key						
Computer Science	**Information Technology**				**Digital Literacy**	

🔴 Coding	🔵 Spreadsheets	🔴 Writing and Presenting	🟠 Art and Design	🟡 Music	🟣 Databases and Graphing	🟢 Internet and Email	⬜ Communication and Networking

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	ELG: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.					

Key stage 1 – Computing skills

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Year									
Year 1	Unit 1.1 Online safety (4 weeks)	Unit 1.9 Technology outside school (2 weeks)	Unit 1.4 Lego builders (3 weeks)	Unit 1.5 Maze explorers (3 weeks)	Unit 1.6 Animated Story books (5 weeks)	Unit 1.2 Grouping & sorting (2 weeks)	Unit 1.7 Coding (6 weeks)	Unit 1.8 Spreadsheets (3 weeks)	Unit 1.3 Pictograms (3 weeks)
Year 2	Unit 2.7 Making Music (3 weeks)	Unit 2.6 Creating Pictures (5 weeks)	Unit 2.2 Online Safety (3 weeks)	Unit 2.5 Effective Searching (3 weeks)	Unit 2.4 Questioning (5 weeks)	Unit 2.3 Spreadsheets (4 weeks)	Unit 2.1 Coding (5 weeks)	Unit 2.8 Presenting ideas (4 weeks)	

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Key stage 2 – Computing skills

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Unit 3.1 Coding (6 weeks)	Unit 3.3 Spreadsheets (3 weeks)	Unit 3.2 Online Safety (3 weeks)	Unit 3.6 Branching database (4 weeks)	Unit 3.8 Graphing (3 weeks)	Unit 3.7 Simulations (3 weeks)	Unit 3.4 Touch typing (4 weeks)	Unit 3.5 Email (6 weeks)
Year 4	Unit 4.8 Hardware Investigators (2 weeks)	Unit 4.9 Making Music (4 weeks)	Unit 4.1 Coding (6 weeks)	Unit 4.4 Writing for different audiences (5 weeks)	Unit 4.7 Effective searching (3 weeks)	Unit 4.2 Online safety (4 weeks)	Unit 4.5 Logo (4 weeks)	Unit 4.6 Animation (3 weeks)	Unit 4.3 Spreadsheets (6 weeks)
Year 5	Unit 5.1 Coding (6 weeks)	Unit 5.4 Databases (4 weeks)	Unit 5.2 Online Safety (3 weeks)	Unit 5.5 Game creator (5 weeks)	Unit 5.6 3D Modelling (4 weeks)	Unit 5.3 Spreadsheets (6 weeks)	Unit 5.7 Concept maps (4 weeks)
Year 6	Unit 6.1 Coding (6 weeks)	Unit 6.2 Online Safety (3 weeks)	Unit 6.3 Spreadsheets (5 weeks)	Unit 6.6 Networks (3 weeks)	Unit 6.4 Blogging (4 weeks)	Unit 6.5 Text Adventures (5 weeks)	Unit 6.7 Quizzing (6 weeks)