

## Computing Planning Overview

Spring Term

Year I	Year 2	Year 3	Year 4	Year 5	Year 6
Digital publishing	E-Safety	Digital media	Data and publishing	Programming	Communication and collaboration
<ul> <li>E-Safety introduction</li> <li>Smartie the penguin an online safety story</li> <li>https://www.childnet.com/resources/smartie-the-penguin         <ul> <li>Media</li> <li>Creating and Publishing – add text to photos, graphics, drawings and sounds. Can be done on iPads morpho app                 <ul> <li>Using data</li> </ul> </li> <li>Sort objects into groups using given or chosen criteria                 <ul> <li>Publishing</li> <li>Simple Sway based on re-</li> </ul> </li> </ul> </li> </ul>	<ul> <li>E- Safety</li> <li>Sharing images/videos,</li> <li>searching online - appropriate</li> <li>content design poster/leaflet</li> <li>Using data</li> <li>Develop use of pictograms</li> <li>Brushes app</li> <li>Using the internet</li> <li>Searching online to research</li> <li>a topic Swiggle - use research to create a Sway</li> <li>Using the internet</li> <li>Searching online to research</li> <li>a topic Swiggle - use research</li> <li>a topic Swiggle - use research</li> </ul>	<ul> <li>E- Safety</li> <li>Cyber-bullying, SMART</li> <li>crew are you smart online</li> <li>Algorithms</li> <li>Create more complex al- gorithms in scratch, light bot on iPad</li> <li>Digital publishing</li> <li>Design your own Stone age comic strip (Strip Design app)</li> </ul>	<ul> <li>E - Safety</li> <li>Passwords: setting network passwords. Power-ful pass- words</li> <li>Programming</li> <li>Design an adventure game to then be made in scratch de- veloping greater understand- ing of coding and coding blocks</li> <li>Digital media</li> <li>Create animations with sound, record and edit video, take photographs, download and edit.</li> </ul>	<ul> <li>E - Safety</li> <li>Safe searching and how to use Google advanced search. Identifying trusted websites         <ul> <li>Programming</li> </ul> </li> <li>Microbits - coding using de- vices borrowed from EDS /</li> <li>Coding an advanced program in Scratch using call and response</li> <li>Communicating and col- laborating online</li> <li>Creating and publishing – alternative presentation ma- terial. Design and create</li> </ul>	<ul> <li>E - Safety</li> <li>#CameOn E-safety series to help students in the transi- tion to secondary school. The reality of Digital Drama</li> <li>Programming Python</li> <li>Links to cross curricular cre- ating and publishing a webpage/blog (what we are achieving in Year 6) develop HTML/CSS skills</li> <li>Modelling and simulations</li> <li>Use modelling software like Sketch up to design a build- ing with a clear design pur-</li> </ul>
search/theme/story Using images and simple text	search to create a Sway		Presentation about life in the Viking age	presentations around a sub- ject using Teams or another collaboration platform.	pose.