

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