

Computing Planning Overview

Summer Term

Year I	Year 2	Year 3	Year 4	Year 5	Year 6
Data	Communication and collaboration	Digital media	E-safety	Digital media	Programming
• E-Safety introduction	• E- Safety	• E- Safety	• E - Safety	• E - Safety	• E - Safety
Cyber bulling, sharing personal information, parents permission. • Using data What is data - sort objects into groups using given or chosen criteria • Using the internet E-safety - searching on the internet. Use SWGfL swiggle using a keyboard and an iPad search for terms linked to theme or literacy. • Design Brushes app create images with text and images	Cyber bulling, personal information (online games e.g. roblox/Minecraft) • Comms and collaboration Class email and respond to messages link to theme (fire of london) compose and respond/write to another school • Digital imagery A short TV advert to promote a visit to the local area / an area of the UK being studied. • Animation Brushes app create simple animations use collaborative work based on theme	The key to Keywords: Which key words will give you the best results • Algorithms Create more complex al- gorithms in scratch, light bot on iPad • Digital publishing Creating/publishing word processing, Sway, PPT, create posters/ leaflets etc	Super Digital Citizen: How can people help others be good digital citizens? • Programming Children to programming and control — more complex instructions (on scratch etc) further web development (HTML/CSS) • Digital media Develop design and record a podcast around the current topic.	Fake news - what is it and how to spot it? - Create a presentation/poster in groups • Data Using data from Autumn I begin to use formulae - link to climate and weather publish charts and graphs • Communicating and collaborating online Email - add ideas/share stories - intro cc and bcc fields - understand all changes are visible - intro MS Teams	Fake news - Deep fakes, bias, fact checking - Design infographic/presentation Social media - keeping safe, privacy settings, Programming Python Links to cross curricular creating and publishing a webpage/blog (what we are achieving in Year 6) develop HTML/CSS skills Kodu Create a virtual 3D world - program an object to move around the world.