



St Lewis' Catholic Primary School



Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Introduce technology provision- Interactive Touchscreen. Drag, touch, select functions	Interactive Touchscreen and ipads. Voice recorder. Matching games. Size ordering. Sequencing.	Interactive Touchscreen and ipads. Counting. Matching. Exploring colour, fill tools, paint programmes.	Interactive Touchscreen and ipads. Taking photographs using the iPads and guide how to use pic collage.	Interactive Touchscreen and ipads. Taking photographs using the iPads	Interactive Touchscreen and ipads. Control technology – simple algorithms using beebots and basic coding apps on the iPads – going on a journey – understanding of off-line coding first with appropriate language.
Reception	Computer Discovery Mouse & Keyboard Skills	Early Programming Mouse & Keyboard Skills	Digital Photos and Video Digital Literacy & Numeracy	Early Digital Music	Google research. Computer Discovery	Digital Art & Design
Year 1 / 2 (A)	Mouse and Keyboard skills (4-6 hours)		Digital Art (1-2 hours) Music Creation (1-2 hours) e-safety (1-2 hours)	Text and Images (3-4 hours) Comic Creation (1-2 hours)	Introduce programming (5-7 hours)	
Year 1 / 2 (B)	Recognise uses of IT (1-2 hours) *Keyboard skills and typing (3-4 hours)	Digital Art (3-4 hours)	Introduction to animation (2-4 hours) e-safety (1-2 hours)	Introduce Data Handling (2-4 hours) E /book Creation (3-4 hours)	Develop Programming (4-5 hours)	Internet Research (1 hour+) Programming with Scratch (3-4 hours)

Year 3 / 4 (A)	Research Skills Typing Skills (1-2 hours) Music Creation (2-3 hours) Storyboards (1 hour+)	Digital Art (4-6 hours)	Comic Creations (3 hours) Document Editing (1-2 hours) e-safety (1-2 hours)	Scratch (4-6 hours)	KODU (3-5 hours) Infographics (1-2 hours)	3 D Design (3-5 hours) Databases (1 hour)
Year 3 / 4 (B)	Internet Research (3-4 hours)	Programming in Scratch (6-8 hours)	Animation (5-7 hours) e-safety (1-2 hours)	Data Handling (3-4 hours) Video Editing (2-3 hours)	Ebook Creation (3-5 hours) Inside a computer (1 hour)	3D Design (6-8 hours)
Year 5/6 (A)	Music Creation (2-3 hours) Ebook Creation (3-5 hours)	Programming in Scratch (5-7 hours)	App design (4-6 hours) e-safety (1-2 hours)	Text-based Programming (3-4 hours) Operating Systems (1-2 hours)	Data Handling (3-4 hours) Programming with Sphero (3-5 hours)	Computer Networks + the Internet (2-3 hours) Physical devices (1-3 hours)
Year 5/6 (B)	Scratch (7-9 hours)	Graphic Design (2 hours) Computers Past, Present, Future (2-3 hours)	Image Editing (3-4 hours) e-safety (1-2 hours)	Virtual Reality (5-8 hours)	Machine Learning & Artificial Intelligence (1-2 hours) Binary Code (1-2 hours)	Web Design (5-8 hours)