Computing Subject Coverage Overview YrR - Yr4

	Autumn	Spring	Summer
EYFS	**Computer Systems and Networks** *Technology used at home and in school:* • Begin to operate simple equipment	**Computer Systems and Networks** - *Technology used at home and in school* • Use a safe part of the internet to learn and play **Programming** - *Floor Robots* • Use simple software to make something happen **Creating Media** - *Creating with materials* • Begin to create text and shapes on a screen **Data and Information** -*Select and use technology* • Start to talk about different kinds of information such as pictures, sounds, text and video	**Computer Systems and Networks** - *Technology used at home and in school* • Show photographs about our learning experiences **Programming** - *Floor Robots* • Make choices about icons and buttons I touch, press or Click **Creating Media** - *Creating with materials* • Use technology to show my learning **Data and Information** - *Select and use technology* • Start to talk about different kinds of information such as pictures, sounds, text and video

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Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Self-image and identity	Online relationships Online reputation	Online bullying	Managing online information Health, well-being and lifestyle.	Privacy and Security	Copyright and ownership

Year A	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
KS1 (Y 1 & 2)	**Data and information**	**Creating Media**	**Programming B**	**Data and information**	**Creating Media**	**Programming B**
	Grouping Data Exploring object labels, then using to them to sort and group objects by properties	Digital Writing Using a computer to create and format text, before comparing to writing non-digitally	Programming animations Designing and programming the movement of a character on screen to tell stories	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer	Digital Music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	Programming Quizzes Designing algorithms and programs that use events to rigger sequences of code to make it an interactive quiz
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	Privacy and Security	Copyright and owner ship		Self-image and Identity Health, Wellbeing and Lifestyle Privacy and Security	Copyright and owner ship	
LKS2 (Y3 & 4)	**Data and information**	**Creating Media**	**Programming B**	**Data and information**	**Creating Media**	**Programming B**
	Branching Databases Building and using branching databases to group objects using yes/no questions	Desktop Publisher Creating documents by modifying text, images and page layouts for a specific purpose	Repetition in shape Creating programmes by planning, modifying, and testing commands to create shapes and patterns	Data Logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation	Photo Editing Manipulating digital images, and reflecting on the impact of changes whether the required purpose is fulfilled	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game
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		Managing online information Copyright and ownership			Self-image and identity	

Year B	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	Computing systems and networks	Creating Media	Programming A	Computing systems and networks	Creating Media	Programming A
KS1 (Y 1 & 2)	Technology around us Identifying IT and how it's responsible use improves our world in the school and beyond	Digital Printing Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	Moving a Robot Writing short algorithms and programs for floor robots and, predicting outcomes	Information and technology around us Recognising technology in school and using it responsibility	Digital Photography Capturing and changing digital photographs for different purposes	Robot Algorithms Creating and debugging programs and using logical reasoning to make predictions
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	Health, Wellbeing and Lifestyle Copyright and Ownership			Health, Wellbeing and Lifestyle	Self-image and identity	
	Computing systems and networks	Creating Media	Programming A	Computing systems and networks	Creating Media	Programming A
LKS2 (Y3 & 4)	Connecting computers Identifying that digital devices have inputs, processes and outputs, and how devices can be connected to make networks	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story	Sequencing Sounds Creating sequences in block-based programming language to make music	The internet Recognising the internet as network of networks, including the WWW, and why we should evaluate online content	Audio production Capturing and editing audio to produce a podcast	Events and actions in program Writing algorithms and programs that use a range of events to trigger sequences of actions
	Education for a connected world					
		Managing online information Copyright and ownership		Managing online information Copyright and ownership	Copyright and ownership	