Lanesend Primary School – Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR		Computing systems and networks: Using a Computer	Programming All About Instructions	Computing systems and networks: Exploring Hardware		Data handling Introduction to Data
Y1		Computing systems and networks: Improving Mouse Skills	Programming: Algorithms unplugged	Creating media: Digital Imagery	Programming 2: Bee-Bot	Online Safety
Y2		Computing systems and networks 1: What is a Computer?	Programming 1: Algorithms and Debugging	Data Handling: International Space Station	Programming 2: ScratchJunior	Online Safety
Y3		Computing systems and networks 1: Networks	Computing systems and networks: Journey inside a Computer	Creating Media Video Trailers	Programming: Scratch	Online Safety
Y4		Computing systems and networks: Microsoft Office 365	Further coding with Scratch	Investigating Weather	Computational Thinking	Online Safety
Y5		Computing systems and networks: Search Engines	Data Handling: Mars Rover 1	Creating media: Stop Motion Animation	Programming: Music	Online Safety
Y6		Computing systems and networks: Bletchley Park and the History of Computers	Data Handling: Big Data	Computing Systems and Networks: AI	Programming: Introduction to Python	Online Safety