



St Pius X Catholic Primary School

Computing Whole School Yearly Overview



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	<ul style="list-style-type: none"> Encourage children to explore how things work and to show resilience in the face of challenge. Recognise that a range of technology is used in places such as homes and schools – learn how to operate role play microwaves, digital camera, IPAD photos and videos, BeeBots and remote-control cars. Select and use technology for particular purposes: <ul style="list-style-type: none"> Searching for information on the Internet Playing learning games on an iPad or Interactive Whiteboard. Listening to music and watching video clips. Using art packages to express ideas. Complete simple learning programmes. 					
Year 1/2 Year A	Computer Systems and Networks: Technology Around Us	Creating Media: Digital Painting	Programming A: Moving a Robot	Creating Media: Digital Writing	Data and Information: Grouping Data	Programming B: Programming Animations
Year 1/2 Year B	Computer Systems and Networks: Information Technology Around Us	Creating Media: Digital Photography	Programming A: Robot Algorithms	Creating Media: Digital Music	Data and Information: Pictograms	Programming B: Programming Quizzes
Year 3/4 Year A	Computer Systems and Networks: Connecting Computers	Creating Media: Stop-frame Animation	Programming A: Sequencing Sounds	Creating Media: Desktop Publishing	Data and Information: Branching Databases	Programming B: Events and Actions in Programs
Year 3/4 Year B	Computer Systems and Networks: The Internet	Creating Media: Audio Production	Programming A: Repetition in Shapes	Creating Media: Photo Editing	Data and Information: Data Logging	Programming B: Repetition in Games
Year 5/6 Year A	Computer Systems and Networks: Systems and Searching	Creating Media: Video Production	Programming A: Selection in Physical Computing	Creating Media: Introduction to Vector Graphics	Data and Information: Flat-file Databases	Programming B: Selection in Quizzes
Year 5/6 Year B	Computer Systems and Networks: Communication and Collaboration	Creating Media: Webpage Creation	Programming A: Variables in Games	Creating Media: 3D Modelling	Data and Information: Introduction to Spreadsheets	Programming B: Sensing Movement