

## Computing Curriculum Overview 2021-2022

	Autumn Term 1	Autumn Term 2	Spring Term1	Spring Term 2	Summer Term 1	Summer Term 2
<b>Reception</b>	Baseline Assessments	Technology all around us Exploring uses of technology	Using a computer  Mouse Skills (Using TurtleIt)	Using Paint to create a picture	Simple Algorithms Programmable pictures	Cross curricular links using previously taught skills.
<b>Year 1</b>	Introduction to BGfL	Write and paint all about me Part 1.	Simple Algorithms part 1	Simple Algorithms part 2	Gather Data and Create Charts	Collect Photos and Paint pictures part 2.
<b>Year 2</b>	Ways to present information	Cross curricular links using previously taught skills.	Simple Algorithms and Programs.	Art of Animation	Collect, Organise and Present Data	Topic eBook
<b>Year 3</b>	Storytelling and Presenting Information	Cross curricular links using previously taught skills.	Write a Program part 1 - Block-based Sequences	Write a Program part 2 - Draw a shape	Creating a branching database and interrogating simple databases.	QR Codes
<b>Year 4</b>	Multi-media fact file	What is Computer Technology	Scratch Programming from Algorithms to code	On the Move with Programming	Creating and interrogating simple databases.	Cross curricular links using previously taught skills.
<b>Year 5</b>	Computers for communication and collaboration	Cross curricular links using previously taught skills.	Programming Making Games.	Programming Making Games.	Using Spreadsheet Models to Solve Problems	Infographics
<b>Year 6</b>	Computer Networks part 1	Computer Networks part 2	Game Designs	Game Designs	Analyse and Interpret Data using Spreadsheets	Understanding Big Data.