



Whole School Computing Curriculum



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<u>Personal, Social and Emotional Development, Physical Development & Understand the World</u> Remember rules without needing an adult to remind them Match their developing physical skills to tasks and activities in the setting Explore how things work					
Reception	<u>Personal, Social and Emotional Development, Physical Development & Expressive Arts and Design</u> Show resilience and perseverance in the face of a challenge Know and talk about the different factors that support their overall health and wellbeing, e.g., sensible amounts of “screen time” Develop their fine motor skills so that they can use a range of tools competently, safely and confidently Explore, use and refine a variety of artistic effects to express their ideas and feelings					
Year 1	Programming – Algorithms Unplugged		Programming – Bee-Bot		Online Safety	
Year 2	Computing Systems and Networks: What is a Computer?	Data Handling: International Space Station	Online Safety	Computing Systems and Networks: Word Processing	Programming 1: Algorithms and Debugging	Programming: 2 Scratch Jr
Year 3	Online Safety	Computing Systems and Networks: Networks and the Internet	Computing Systems and Networks: Emailing	Programming: Scratch	Computing Systems and Networks: Journey Inside a Computer	Data Handling: Comparison Cards Databases
Year 4	Computing Systems and Networks: Collaborative learning	Creating Media: Website Design	Online Safety	Skills Showcase: HTML	Data Handling: Investigating Weather	Programming: Computational Thinking

Year 5	Data Handling: Mars Rover	Creating Media: Stop Motion Animation	Online Safety	Computing Systems and Networks: Search Engines	Programming 1: Music	Programming 2: Micro:bit
Year 6	Online Safety	Data Handling: Big Data 1	Computing Systems & Networks: Bletchley Park	Creating Media: History of Computers	Programming: Intro to Python	Skills Showcase: Inventing a Product