Weddington Primary School - Computing overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Going Places Safely Project Evolve Knowledge Map (group) This is me Explore how technology is used in daily life. Ongoing assessment of knowledge recorded. Children will know how to use an iPad to take photos	Project Evolve Lesson in response to Autumn 1 Knowledge Map Lets celebrate Explore how technology is used in daily life. Ongoing assessment of knowledge recorded. Children will know how to type their name on an iPad	Project Evolve Lesson in response to Autumn 1 Knowledge Map Safer Internet Day National focus on safer use of the internet. Not all heroes wear capes Explore how technology is used in daily life. Ongoing assessment of knowledge recorded. Children will know how to use a trackpad	Project Evolve Lesson in response to Autumn 1 Knowledge Map Long long ago Explore how technology is used in daily life. Ongoing assessment of knowledge recorded. Children will know how to make digital art.	Project Evolve Lesson in response to Autumn 1 Knowledge Map How does your garden grow? Explore how technology is used in daily life. Ongoing assessment of knowledge recorded. Children will know how to programme a Bee Bot	Project Evolve Assess impact Our world and beyond Explore how technology is used in daily life. Ongoing assessment of knowledge recorded. Children will know how to dictate a question on Google

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Year One	Going Places Safely Project Evolve Knowledge Map (group) Exploring Purple Mash & Online Safety Safely exploring the various programs available. Grouping and Sorting 2Quiz Sorting activities Lessons supported with physical items	Project Evolve Lesson in response to Autumn 1 Knowledge Map Pictograms 2Count 2Connect Interpret, create and analyse pictograms Concepts supported with concrete representations.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Safer Internet Day National focus on safer use of the internet. Maze Explorers 2Go Gain familiarity with basic coding concepts through the use of instructions and challenges Lessons can be supplemented with human directions.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Animated Story Books 2Create A Story Create interactive stories with a range of digital features Where possible, link to current class story.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Coding 2Code Explore basic code blocks and design & create a simple program Show children recipes and craft instructions to hook interest.	Project Evolve Assess impact Using Technology Outside School Children consider and discover ways technology features in our everyday lives.

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Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year two	Going Places Safely Project Evolve Knowledge Map (group) Creating Pictures 2PaintAPicture Discover various artists and their styles and create digital images in their style Discuss artists children have already experienced and how their styles vary. What did they like / dislike and why?	Project Evolve Lesson in response to Autumn 1 Knowledge Map Making Music 2Sequence Digitally create sounds and tunes and explore use of music Refer to music children enjoy and look at music creation e.g. studios Effective Searching Chrome Browser Learn about the internet, how it functions, what it can offer and how to search it effectively.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Safer Internet Day National focus on safer use of the internet. Spreadsheets 2Calculate Children build on previous learning to use more challenging features of 2Calculate Children are reminded of real-life uses of spreadsheets and shown Excel and Sheets	Project Evolve Lesson in response to Autumn 1 Knowledge Map Questioning 2Question 2Count Introduction to branching databases and binary trees and their use in classification. Where possible, link sorting activities to current topic or interests.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Coding 2Code Create programs using basic objects and event commands Speak about real life applications for coding	Project Evolve Assess impact Presenting Ideas 2Quiz 2Connect 2Create A Story Discover a range of digital ways to present information. Relate to current topics of work and class story where possible.

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Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year Three	Password safety Project Evolve Knowledge Map (group) Exploring Purple Mash Practise logging on independently and safely exploring the various programs available. Touch Typing 2Type Children practise their typing skills.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Email 2Email Children learn how to use email via a secure platform. Discuss with children the benefits and potential issues with email communications.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Safer Internet Day National focus on safer use of the internet. Spreadsheets 2Calculate Children explore functions and uses of spreadsheets Explain real life uses and value of spreadsheets. Also show Sheets and Excel.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Coding 2Code Plan, create and debug programs which include timers and repeat commands Understand everyday applications of coding Discuss other programmes used for coding Where possible, themed to topic learning	Project Evolve Lesson in response to Autumn 1 Knowledge Map Presenting with Google Slides Google Slides Children learn the uses and functions of Google Slides. Explain real life uses and cross-curricula uses and show children PowerPoint as an alternative.	Project Evolve Assess impact Micro:bits 2Code – Micro:bit Learn how to program a Micro:bit device Consistently remind children of the relevance of their learning to real-life.

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Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year Four	Password safety Project Evolve survey (Individual) Effective Searching Chrome Browser Learning how to search effectively and conducting searches for specific reasons. Children made aware of other browsers that are available	Project Evolve Lesson in response to Autumn 1 Knowledge Map Logo Logo Create patterns, follow and create instructions Maths links – problem solving	Project Evolve Lesson in response to Autumn 1 Knowledge Map Safer Internet Day National focus on safer use of the internet. Artificial Intelligence 2Connect Examples of AI apps Children are introduced to the concept of artificial intelligence, focusing on how it is used in our lives, the future of AI and its role in creativity.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Coding 2Code IF/Else statements, properties, variables and objects Consider many uses of coding in everyday life	Project Evolve Lesson in response to Autumn 1 Knowledge Map Micro:bits 2Code – Micro:bit Children learn how to programme a Micro:bit device. Consistently remind children of the relevance of their learning to real-life.	Project Evolve Assess impact Writing for Different Audiences 2Email 2Simulate 2Connect Children learn technology can be used to organise, reorganise, develop, and explore ideas Children to consider real-life relevance and application of their learning

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Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year Five	Password safety Project Evolve survey (Individual) Databases 2Question 2Investigate Children learn practical uses of databases, how to search them effectively and how to create various types of databases.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Word Processing Google Docs Children learn practical uses of word processing software to develop the life skills that will aid them to venture into the wider world.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Safer Internet Day National focus on safer use of the internet. Coding 2Code Creating efficient codes which serve a specific purpose Ensure children are aware of extent of coding in our everyday lives	Project Evolve Lesson in response to Autumn 1 Knowledge Map Micro:bits 2code – Micro:bit Exploring and understanding physical coding Consistently relate learning to how coding is used in our everyday lives	Project Evolve Lesson in response to Autumn 1 Knowledge Map Spreadsheets 2Calculate Children learn how to use spreadsheets for practical purposes Ensure children are aware of other spreadsheet software e.g. Excel and Sheets.	Project Evolve Assess impact Game Creator 2DIY 3D Children will learn to plan, design, create, share and evaluate an online game. Themed around current topic

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Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year Six	Password safety Project Evolve survey (Individual) Blogging 2Blog Plan, write, share literacy link	Project Evolve Lesson in response to Autumn 1 Knowledge Map. Spreadsheets Google Sheets Further explore formulas and consider Probability calculation, budgeting and planning applications Children also shown Excel and the features commonly used in our adult lives	Project Evolve Lesson in response to Autumn 1 Knowledge Map Safer Internet Day National focus on safer use of the internet. Coding 2Code Use of tabs to organise code, code efficiently Games created with link to Marvel Topic Grammar knowledge applied in planning stages	Project Evolve Lesson in response to Autumn 1 Knowledge Map Micro:bits 2Code – Mico:bit Children use Micro:bits to explore physical coding. Consistently refer to the relevance of their learning within their everyday surroundings.	Project Evolve Lesson in response to Autumn 1 Knowledge Map Quizzing 2DIY 2Quiz Use a variety of Purple Mash tools to create and share quizzes.	Project Evolve Assess impact Text Adventures 2Code, 2Connect Plan and create a story with alternative storylines and endings Link to current topic

Key:

Online Safety	Computer Science	Information Technology	Digital Literacy	Assessment

NB: Units may run over in to the start of the following term.

The first computing lesson of each term always has an Online Safety theme.