



Abberley Parochial V.C. Primary School  
*Rooted and Grounded in love*  
 Computing Curriculum Overview

Rotation 1 2024-2025

	Autumn	Spring	Summer
<b>EYFS</b>	<p>The EYFS computer curriculum is learnt through a mixture of play and practical application of skills</p> <p>Online Safety            Using a computer            All about instructions            Exploring hardware            Introduction to data            Programming Bee-Bots</p>		
<b>Year 1 &amp; 2</b>	<p><b>Online Safety: Kapow Yr 1</b> <i>Digital footprint. Personal Information &amp; Staying safe online.</i></p> <p><b>Kapow Yr 2</b> <i>Asking permission. Strong passwords &amp; not everything we see online is true.</i></p> <p><b>Computing systems and network: Improving Mouse Skills</b>  <i>Learning to develop mouse skills by learning how to log in and navigate around a computer while creating digital artwork.</i></p>	<p><b>Programming: Algorithms unplugged</b>  <i>Learning how to explain, write and follow simple algorithms.</i></p> <p><b>Computing systems and network: What is a computer?</b>  <i>Learning how inputs and outputs work and understanding how computers are used in the wider world.</i></p>	<p><b>Programming: Algorithms and debugging</b>  <i>Learning how to write clear and precise algorithms and create algorithms to solve problems.</i></p> <p><b>Computing systems and network: Word processing</b>  <i>Learning to develop touch typing skills. Introduce important keyboard shortcuts, as well as simple editing tools within a word processor including: bold, italics, underline and font colour as well as how to import images.</i></p>
<b>Year 3 &amp; 4</b>	<p><b>Online Safety: Cyberbullying, Super Searchers, Copycats, Too much information? The online community and Cyber Superheroes</b></p> <p><b>Computing systems and network: Emailing</b></p>	<p><b>Creating Media: Video Trailers</b>  <i>Learning to create a storyboard, take photos, import images, sound and add text to create their own trailer using existing software.</i></p>	<p><b>Programming: Further coding with Scratch</b>  <i>After learning the basics of programming in Scratch, children will create a simple script, use</i></p>

	<p><i>Learning how to send simple emails with an attachment. Recognising when an email may be fake.</i></p> <p><b>Programming: Scratch</b> <i>Learning to use the coding platform ‘Scratch’ to build skills that enable pupils to program an animation, a story and a game.</i></p>	<p><b>Creating Media: Website Design</b> <i>Learning how to use software to build a simple webpage.</i></p>	<p><i>decomposition and understand what variables are.</i></p> <p><b>Programming: Computational thinking</b> <i>Learning that computational thinking is made up of four pillars (decomposition, pattern recognition, abstraction and algorithm design)</i></p>
<b>Year 5 &amp; 6</b>	<p><b>Online Safety CEOP: Play Like share Band Runner</b> <i>Learning to distinguish between safe and unsafe behaviours online. Understand how they can use the CEOP Education 8-10s website to seek advice and support on staying safe online</i></p> <p><b>NSPCC:</b> <i>Share awareness of taking personal photographs and sharing online &amp; dangers of chatting to strangers online.</i></p> <p><b>Programming: Micro: bit</b> <i>Learning that a Micro: bit is a programmable device that uses block coding similar to Scratch. Learning how to program the Micro: bit for a specific task.</i></p>	<p><b>Data handling: Mars Rover 1 &amp; 2</b> <i>Learning to identify some of the types of data that the Mars Rover collects and explaining how the Mars Rover transmits the data back to Earth.</i></p>	<p><b>Computing systems and networks: Bletchley Park – history of computers and coding</b> <i>Discovering the history of computers, designing a computer of the future and learning about code-breaking and password hacking.</i></p>

**Rotation 2 2025-2026**

	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>EYFS</b>	<p><b>The EYFS computer curriculum is learnt through a mixture of play and practical application of skills</b></p> <p>Online Safety Using a computer All about instructions Exploring hardware Introduction to data Programming Bee-Bots</p>		
<b>Year 1 &amp; 2</b>	<p><b>Online Safety CEOP: Jessie and Friends Lee and Kim’s Adventures (Sid’s Top Tips)</b></p>	<p><b>Creating Media: Digital imagery</b></p>	<p><b>Programming: Scratch Jr</b></p>

	<p><i>Learning how to recognise own personal information and how to keep it safe online.</i></p> <p><b>Programming: Bee Bots</b></p> <p><i>Learning how to explore programming by giving clear instructions to a Bee-Bot and explaining how it works.</i></p>	<p><i>Learning to develop photography and image editing skills to capture photos to create an adventure story.</i></p> <p><b>Data handling: Introduction to data</b></p> <p><i>Learning what data is, why it is useful and the different ways that it can be gathered and recorded both by humans and computers.</i></p>	<p><i>Learning how to use block code to create an algorithm.</i></p> <p><b>Creating Media: Stop motion</b></p> <p><i>Learning to create simple animations by storyboarding creative ideas and decomposing a story into small parts of action.</i></p>
<b>Year 3 &amp; 4</b>	<p><b>Online Safety Child net: Captain Kara and the SMART Crew</b></p> <p><b>Computing systems and networks: Networks and the internet</b></p> <p><i>Learning an introduction to the concept of networks, learning how devices communicate. From identifying components, learn how information is shared and deepen this understanding by exploring examples of real-world networks.</i></p> <p><b>Data Handling: Comparison cards databases</b></p> <p><i>Learning to explain what is meant by 'field,' 'record,' and 'data.' Learning how to sort, filter and interpret data in a spreadsheet.</i></p>	<p><b>Computing systems and networks: Journey inside a computer</b></p> <p><i>Learning to recognise inputs and outputs and that a computer sends and receives information. To understand the purpose of computer parts.</i></p> <p><b>Computing systems and networks: Collaborative Learning</b></p> <p><i>Learning the need to be thoughtful when working on a collaborative document. Learning how to work collaboratively using Microsoft Form, and shared spreadsheet.</i></p>	<p><b>Data Handling: Investigating weather</b></p> <p><i>Learning how to search the web effectively to find temperature from around the world. To design weather stations to gather own data and present by creating a video to include weather data information.</i></p> <p><b>Skills showcase: HTML</b></p> <p><i>Learning to recognise the role of HTML in a web page and altering the HTML to change the text and images.</i></p>
<b>Year 5 &amp; 6</b>	<p><b>Online Safety GOOGLE: Be Internet Legends</b></p> <p><i>Helping children be safe and confident explorers of the online world.</i></p> <p><b>Programming Music: Programming Music using Scratch</b></p> <p><i>Learning to apply their programming skills and knowledge by planning and programming a soundtrack.</i></p>	<p><b>Creating media: Stop motion animation</b></p> <p><i>Learning how to create a stop-motion animation by filming one frame at a time using models and with tiny changes between each photograph.</i></p> <p><b>Data handling: Big data 1</b></p> <p><i>Learning how to understand the use of big data including barcodes, QR codes, infrared and RFID technologies.</i></p>	<p><b>Programming: Introduction to python</b></p> <p><i>Learning that there are text-based programming languages such as Logo and Python. Learning to compare similarities between Scratch and Python.</i></p>