

Computing Overview 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Acorn EYFS	Computing in EYFS is taught through the areas of learning. All computing skills and topics are taught throughout the year as and when they relate to the overarching theme and children's interests. Please see our EYFS curriculum for more details.					
Willow Y1	Mouse and keyboard Digital art	3D design	Text and images	Comic creation	Music creation Programming	Programming E-safety
Chestnut Y2	Recognise use of ICT	Digital art	Animation Internet research	Data handling	E-book creation	Programming E-safety
Cherry Y3/4	Comic creation	Storyboard Digital art	Programming in scratch Digital music creation	Document creation	3D design Infographics	Databases E-safety
Year 4	Animation	Programming	Internet research	Data handling 3D design	Video editing Ebook creation	Inside a computer, E-safety
Ash Y4/5	Programming	App design	Text based programming	Data handling Computer networks and the internet.	Physical devices Ebook creation	Music creation Operating systems E safety
Oak Y6	Programming in scratch	Graphic design	Computer past and present. Binary code	Python programming Image editing	HTML	Web design Data detectives E safety
E-safety will be taught each term to all children in all year groups.						