

# YEAR CURRICULUM OVERVIEW 2023 - 24

PUBLISHED SCHEME: Teach Computing  
SUPPLEMENTARY RESOURCES: Project Evolve

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>EYFS</b>	<p>PSED - Explore texts such as 'Chicken Clicking', Goldilocks (A hashtag cautionary tale) and 'Smartie the Penguin'. Lesson's from Project Evolve. CL - Play games such as 'Sandwich Making Robot' to encourage the use of clear and precise instructions. Allow opportunities to use old phones and keyboards during CP.</p> <p>PD - Play 'Dance Mat' typing games to develop keyboard and phonic skills. Use iPads to develop keyboard skills and ability to control the screen. L - Allow opportunity for children to create their own maps inline with traditional tales to develop positional language. M - Maths games on iPads such as White Rose's '1- Minute Maths'. Allow opportunities to use tills and calculators during CP. UTW - Allow access to electronic toys such as remote controlled cars and walkie-talkies, use Fire Tablets for children to take photos of their own learning and play games during CP, opportunities to tinker and play with different devices to understand their function. Early Coding robots. EAD - Art games such as Doodle Buddy on iPads. Lessons from SCARF and Project Evolve targeting Internet Safety for Safer Internet Day.</p>					
<b>Year 1</b>	Computing systems and networks - Technology around us	Programming A - Moving a robot	Creating media - Digital painting	Creating media - Digital writing	Programming B - Programming animations	Data and information - Grouping data
<b>Year 2</b>	Computing systems and networks - IT around us	Creating media - Digital photography	Programming A - Robot algorithms	Data and information - Pictograms	Creating media - Digital music	Programming B - Programming quizzes
<b>Year 3</b>	Computing systems and networks - Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information - Branching databases	Creating media - Desktop publishing	Programming B - Events and actions in programs
<b>Year 4</b>	Computing systems and networks - The Internet	Creating media - Audio production	Programming A - Repetition in shapes	Data and information - Data logging	Creating media - Photo editing	Programming B - Repetition in games
<b>Year 5</b>	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A - Selection in physical computing	Data and information - Flat-file databases	Creating media - Introduction to vector graphics	Programming B - Selection in quizzes
<b>Year 6</b>	Computing systems and networks - Communication and collaboration Creating media - Web page creation	Data and information - Spreadsheets	Programming A - Variables in games	Programming B - Sensing movement		Creating media - 3D Modelling

