Corpus Christi Catholic Primary School
Computing Overview

Year A 2023-2024		Theme 1	Theme 2	Theme3	Theme 4	Theme 5	Theme 6
EY	Theme	Introduction to information technology	Introduction to creating media	Introduction to programming	Explore the internet and internet safety	Explore software to create media	Explore programming hardware
		Early Years will explore these themes throughout the year at different stages through cross curricular activities and possible learning opportunities.					
	Key Concept	To experience the use of everyday devices found in and outside of school such as iPads, Keyboards, Mice and Laptops.	To experience the use of everyday media capturing devices found in and outside of school such as digital cameras and iPads.	To experience and explore devices and games that teach control, directional language and programming.	To experience the use of the internet and age appropriate educational games on the internet.	To use software related to digital creation (Paint)	To create and follow an algorithm on bee bot using paired programming.
Yr 1/ 2	Theme	Computing systems and networks – Technology around us **Teachcomputing.org (Year 1)** ***What are computers and how can I use them?***	Creating media – Digital painting **Teachcomputing.org (Year 1)** ***How can we paint using computers?***	Programming A – Moving a robot **Teachcomputing.org (Year 1)** ***How can I give a computer an instruction?***	Data and information – Grouping data **Teachcomputing.org (Year 1)** ***How can I group and sort information?***	Creating media – Digital writing **Teachcomputing.org (Year 1)** ***How can I write using a computer?***	Programming B – Introduction to animation **Teachcomputing.org (Year 1)** ***How can I make a program?***
	Key Concept	To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use the keyboard to edit text	To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture	To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence	Label objects. Ide To identify that objects can be counted To describe objects in different ways	Use a computer to write. Add and remove text on a computer. Alter text on a computer.	Choose a command for a given purpose. Identify the effect of a changing value. Design the parts of a

		To create rules for using technology responsibly	To explain why I chose the tools I used To use a computer on my own to paint a picture	To combine four direction commands to make sequences To plan a simple program	To count objects with the same properties To compare groups of objects		project and use an algorithm to create a program.

Year B 2022-2023		Theme 1	Theme 2	Theme3	Theme 4	Theme 5	Theme 6
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	Key Concept	To experience the use of everyday devices found in and outside of school such as iPads, Keyboards, Mice and Laptops.	To experience the use of everyday media capturing devices found in and outside of school such as digital cameras and iPads.	To experience and explore devices and games that teach control, directional language and programming.	To experience the use of the internet and age appropriate educational games on the internet.	To use software related to digital creation (Paint)	To create and follow an algorithm on bee bot using paired programming.
Yr 1/ 2	Theme	Computing systems and networks – IT around us Teachcomputing.org (Year 2) ***What is IT and where can I find it?***	Creating Media – Digital Photography Teachcomputing.org (Year 2) ***How can I use a camera effectively?***	Programming A – Robot algorithms Teachcomputing.org (Year 2) ***How can I make a successful algorithm?***	Data and information -Pictograms Teachcomputing.org (Year 2) ***How can I collect and represent data?***	Creating media – Making music Teachcomputing.org (Year 2) ***How can I make music on a computer?***	Programming B – An introduction to quizzes Teachcomputing.org (Year 2) ***How can I make a quiz on a computer?***
	Key Concept	Recognise the uses and features of information technology and how to use it safely	To use a digital device to take a photograph and use suitable tools to edit and improve a photgraph.	To describe, design, debug and run a successful algorithm.	Record and represent data using different software and methods such as Pictograms.	Create music for a purpose.	To describe, design, debug and run a successful algorithm and program.

Year A 2021-2022		Theme 1	Theme 2	Theme3	Theme 4	Theme 5	Theme 6
Yrs 3/4	Theme	Computing systems and networks – connecting computers **Teachcomputing.org (Year 3)** ***How are computers connected?***	Creating media – Animation **Teachcomputing.org (Year 3)** ***How can I make a picture move?***	Programming A- Sequence in music **Teachcomputing.org (Year 3)** ***How can I make music using programming software?***	Data and information – Branching databases **Teachcomputing.org (Year 3)** ***Is a branching database a good way to sort data?***	Creating media- Desktop publishing **Teachcomputing.org (Year 3)** ***How can I publish online?***	Programming B – Events and actions. **Teachcomputing.org (Year 3)** ***Event and actions: Is there a difference?***
	Key Concept	Explore how digital devices can be connected and used to share information.	Explain what an animation is. Plan, run and review an animation	Explore a new programming environment. Identify commands that have an outcome. Create a project from a task description	Create questions with simple answers and create a branching database	Recognize how text and images convey information. Identify and explore appropriate settings.	To describe, design, debug and run a successful algorithm and maze-based challenge.
Yrs 5/6	Theme	Computing systems and networks – sharing information **Teachcomputing.org (Year 5)** ***How is information transferred between systems and devices?***	Creating media- Video editing **Teachcomputing.org (Year 5)** ***How do I make a good quality video?***	Programming A- Selection in physical computing **Teachcomputing.org (Year 5)** ***How can I use physical equipment to create a program?***	Data and information – Flat-file database **Teachcomputing.org (Year 5)** ***How can I order and answer questions about data?***	Creating media – Vector drawing **Teachcomputing.org (Year 5)** ***How can I create high quality images on a computer?***	Programming B – selection in quizzes **Teachcomputing.org (Year 5)** ***How can my decisions affect the outcome?***
	Key Concept	To explain that computers can be connected together to form	Explain what makes a video effective. Identify digital devices	Control a simple circuit connected to a computer. Write a program	Use a form to record information. Compare	Identify that drawing tools can be used to produce	To explain how selection is used in computer

		systems. Recognize how information is transferred to the internet. Contribute to a shared project online.	that can record video. Create a storyboard, record and edit a project	with controlled loops. Design and create a program that controls a physical computing project.	paper and computer based databases. Apply knowledge of a database to ask and answer real-world questions.	different outcomes . Use tools to achieve a desired effect. Design, draw and review a vector drawing.	programs. Explain how selection directs the flow of a program. Create, design and review a program which uses selection.

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Yrs 3/4	Theme	Computing systems and networks – The internet **Teachcomputing.org (Year 4)** ***What is the internet?***	Creating media – audio editing **Teachcomputing.org (Year 4)** ***How can sound be used online?***	Programming A – Repitition in shapes **Teachcomputing.org (Year 4)** ***How can I program a command?***	Data and information – Data logging **Teachcomputing.org (Year 4)** ***Why and how is data collected over time?***	Creating media – Photo editing **Teachcomputing.org (Year 4)** ***Are images permanent?***	Programming B – Repetition in games **Teachcomputing.org (Year 4)** ***How can I use programming to create?***
	Key Concept	Understand how the internet works	Know that sound can be recorded	Create a program in a text based	Understand that data can	Understand digital photos	To develop the use of

		and how to use it safely	using digital devices. Understand that sounds are saved as a file and they can be edited using software	language, modify a count controlled loop and create a program that uses count controlled loops to produce a given outcome.	be gathered over time and can be used to answer questions. Use digital devices to collect data automatically. Use collected data to answer questions	can be changed. Change the composition of an image, describe how images can be changed for different uses.	count-controlled loops in a different programming environment. To design a project that includes repetition
Yr 5/6	Theme	Computing systems and networks – Communication **Teachcomputing.org (Year 6)** ***How is data used, stored and transferred over the internet?***	Creating media – web page creation **Teachcomputing.org (Year 6)** ***What makes a good and safe web page?***	Programming A – Variables in games **Teachcomputing.org (Year 6)** ***How do variables affect me in the real world?***	Data and information-spreadsheets. **Teachcomputing.org (Year 6)** ***What is a spreadsheet and how can I use it?***	Creating media – 3D modelling **Teachcomputing.org (Year 6)** ***Are 3D models best made in person or digitally?***	Programming B – Sensing **Teachcomputing.org (Year 6)** ***How can I bring my programming skills to life?***
	Key Concept	How to use a search engine, explain how search results are ranked. Recognise how we communicate using technology	Plan features of a web page. Understand copyright outline the need for a navigation path	Define a variable a something that is changeable. Explain why we use variables. Design, create and evaluate my project.	Identify questions that can be answered using data.	Use a computer to create and manipulate 3D digital objects.	Create a program to run a controllable device