

# Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<p><b>Under My Roof</b> Experimenting with shapes and lines to represent objects and people Exploring paint on large easel Primary colours: red, yellow and blue Joining materials to make models of homes – focus on roof (tape, glue).</p>	<p><b>Animal Magic</b> Drawing – creating closed shapes and continuous lines and beginning to use these shapes to represent animals Experimenting with shapes and pattern for example with Rangoli and Mehndi patterns, Christmas wrapping paper. Exploring colour and colour changing/mixing.</p>	<p><b>Once Upon a Time</b> Joining materials to make puppets to act out well known stories (fabric, wooden sticks, cardboard of different thicknesses) Exploring size/scale and texture – three bears, billy goats</p>	<p><b>Come Outside</b> Making model animals (ducklings, chicks) from malleable materials such as clay or playdough. Colour mixing and symmetry – butterflies. Creating homes for animals using blocks and small world resources Building with natural materials – making dens and shelters for the forest Creating artwork in permanent or temporary form using natural materials. Drawing with increasing complexity and detail, such as representing a face with a circle and including details</p>	<p><b>Splish, Splash, Splosh</b> Using brush with control to create large scale collaborative splatter/drip paintings Changing texture – adding water, sand etc. Modelling with plastic (recyclable materials – plastic waste)</p>	<p><b>On the Move</b> Using drawing to represent ideas like movement or loud noises Joining materials to make models of vehicles – focus on wheels (round shapes, tubes) Making imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park</p>
Reception	<p><b>My Hero</b> Exploring colour Painting with primary colours Mixing secondary colours Looking at Lowry and drawing our own houses and "matchstick" people Using the architecture of Hundertwasser to inspire us to draw imaginary houses Painting: portraits</p>	<p><b>Light and Dark</b> Colour and the seasons Exploring which colours show us different seasons Shading by adding black or white Cutting: star/snowflake design Creating pictures like Hundertwasser using spirals and curved lines Using different media to create artwork to celebrate Diwali / Bonfire Night / fireworks, Christmas decorations, Christmas cards, Divas</p>	<p><b>Look Inside</b> Showing different emotions in their drawings and paintings, like happiness, sadness, fear, etc Safely using and exploring a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function</p>	<p><b>Into the Woods</b> Animals in art Exploring line and enclosed spaces – taking a line for a walk Using different textures and materials to make animals/plants Creating drip paintings like Jackson Pollock. Painting animals/plants with ink and wax resist</p>	<p><b>Food Glorious Food</b> Materials – using food materials in art Creating drip paintings like Jackson Pollock Studying how Van Gogh used different marks to draw still life</p>	<p><b>Around the World</b> Exploring what we can see in the world around us? Design: making a boat that floats and another vehicle that moves with wheels Structures – building famous landmarks</p>
Year 1	<p><b>Computing Systems and Networks</b> Technology Around Us</p>	<p><b>Creating Media</b> Digital Painting <b>E Safety</b> Online reputation</p>	<p><b>Programming A</b> Moving a Robot</p>	<p><b>Creating Media</b> Digital Writing <b>E Safety</b> Online bullying</p>	<p><b>Programming B</b> Programming Animations</p>	<p><b>Data and Information</b> Grouping Data <b>E Safety</b> Managing online information, copyright and ownership</p>
Year 2	<p><b>Computing Systems and Networks</b> Information Technology Around Us</p>	<p><b>Creating Media</b> Digital Photography <b>E Safety</b> Self-image and identity, online relationships, online reputation</p>	<p><b>Programming A</b> Robot Algorithms</p>	<p><b>Creating Media</b> Digital Music <b>E Safety</b> Online bullying</p>	<p><b>Programming B</b> Programming Quizzes</p>	<p><b>Data and Information</b> Pictograms <b>E Safety</b> Managing online information, copyright and ownership</p>

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<b>Year 3</b>	<b>Computing Systems and Networks</b> Connecting Computers	<b>Creating Media</b> Stop-Frame Animation  <b>E Safety</b> Self-image and identity, online relationships, online reputation	<b>Programming A</b> Sequencing Sounds	<b>Creating Media</b> Desktop Publishing  <b>E Safety</b> Online bullying, health, wellbeing and lifestyle	<b>Programming B</b> Events and Actions in Programs	<b>Data and Information</b> Branching Databases  <b>E Safety</b> Managing online information, privacy and security
<b>Year 4</b>	<b>Computing Systems and Networks</b> The Internet	<b>Creating Media</b> Audio Production  <b>E Safety</b> Self-image and identity, online relationships, online reputation	<b>Programming A</b> Repetition in Shapes	<b>Creating Media</b> Photo Editing  <b>E Safety</b> Online bullying, health, wellbeing and lifestyle	<b>Programming B</b> Repetition in Games	<b>Data and Information</b> Data Logging  <b>E Safety</b> Managing online information, privacy and security
<b>Year 5</b>	<b>Computing Systems and Networks</b> Systems and Searching	<b>Creating Media</b> Video Production  <b>E Safety</b> Self-image and identity, online reputation, online relationships	<b>Programming A</b> Selection in Physical Computing	<b>Creating Media</b> Introduction to Vector Graphics  <b>E Safety</b> Online bullying, health, wellbeing and lifestyle	<b>Programming B</b> Selection in Quizzes	<b>Data and Information</b> Flat File Databases  <b>E Safety</b> Managing online information, privacy and security
<b>Year 6</b>	<b>Computing Systems and Networks</b> Communication and Collaboration	<b>Creating Media</b> Webpage Creation  <b>E Safety</b> Self-image and identity, online reputation, online relationships	<b>Programming A</b> Variables in Games	<b>Creating Media</b> 3D Modelling  <b>E Safety</b> Online bullying, health, wellbeing and lifestyle	<b>Programming B</b> Sensing Movement	<b>Data and Information</b> Introduction to Spreadsheets  <b>E Safety</b> Managing online information, privacy and security

## Strand

- **Digital Literacy** - encompassing e-safety and teaching pupils how to select the most appropriate digital content.
- **Computer Science** - programming or coding and problem solving.
- **Information Technology** - using computers for functional purposes.