

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p>To introduce the children to technology and to the concept of programming, the children explore the resources below.</p> <p>In Maths, Knowledge and Understanding of the World and PE, the children also explore the language of forward, backwards, stop, start, besides, next to, in front of, on top of. This is in preparation for them using practical resources to code as listed below.</p> <ul style="list-style-type: none"> • Phonics, Maths, Drawing games on the screen • Robot cars • Remote control cars • Rugged Robot • iPads/digital camera • Beebots • Smartie the penguin 					
Year 1	Digital Literacy Personal information	Data Handling Pictogram to sort animals into groups (mammals, fish, amphibians, reptiles, birds, invertebrates)	Word Processing/Typing Dance Mat L1 Sound Recording sound with iPads to create a weather related soundscape. Video Creation Film a weather report.	Photography and Digital Art Photography related to signs of spring. Digital creation of one sign of spring.	Animation Puppet Pals	Coding Use BeeBots, Rugged Robots and iPad apps to support position and direction in Maths and Geography. Code.org . Course A



Computing – Yearly Whole School Overview



Year 2	Digital Literacy <i>KAPOW</i> Introduction to the internet Communicating online	Animation Stop Motion animation of African animals. Link to DT / Art.	Data Handling Venn diagrams. Link to Geography.	Coding Code.org . Course B	Word Processing/Typing BBC Dance Mat level 2 to present poems, including inserting photos. Introduction to Google Docs to create a title page and/or contents page for their guide book to Arundel Castle. Link to writing.	Sound Use appropriate apps to create a soundscape of the beach
	Photography and Digital Art Old and new school – layer, photograph and manipulate				Video Creation Arundel Castle video guidebook.	
Year 3	Digital Literacy <i>KAPOW</i> Be kind online Cyberbullying Fake emails	Coding Code.org . Course C	Photography and Digital Art Roman portrait. Link to Art project.	Video Creation iMovie project based on the Greek Olympics. Link to writing.	Data Handling Tracking sunflower growth using Sheets to create a graph. Link to Science.	Animation Stop Motion of seed to plant cycle. Link to Science.
	Word Processing/Typing Dance Mat L3 Publish fire poetry			Sound Voice over on iMovie video to teach others about the Ancient Greek Olympics.		
Year 4	Digital Literacy <i>KAPOW</i> Internet safety: age restrictions Share aware	Word Processing/Typing Typing up poems. Link to writing.	Coding Code.org . Course D	Sound Recording audiobook of Just So Stories (How the lion got it's roar). Linked to writing.	Photography and Digital Art Use iPad apps to edit and manipulate Mayan artwork.	Data Handling Recording sounds and creating line graphs on Sheets. Link to Science.
		Animation iMovie project based on their learning about the Mayans				



Computing – Yearly Whole School Overview



	Consuming information online				Video Creation Short movie to share learning about the Mayans.	
Year 5	Digital Literacy <i>KAPOW</i> Online friendships Staying safe online	Data Handling Linked to litter. Data collected on their Geography fieldwork trip (village walk).	Word Processing/Typing Slides to communicate as a historian about Anglo Saxon artefacts. Video Creation To create a museum style video to share learning about an Anglo-Saxon artefacts, linked into presentation.	Coding Code.org . Course E	Animation Animation of a life cycle of an insect or amphibian Sound Voice over (on animation) of explanation of each stage	Photography and Digital Art Create and manipulate digital art linked to the Alps.
Year 6	Digital Literacy <i>KAPOW</i> Critical digital consumers Social media	Word Processing/Typing To explore Google Drive and Google Docs to present poetry.	Video Creation Design and create informative multimedia content using film and images. Photography and Digital Art Add manipulated graphics to their videos. Sound Add voiceover and subtitles to their video.	Coding Design, write and debug code using 'microbit'.	Data Handling Use simple formulae to solve calculations including =sum and other statistical functions to present data linked to our science investigation.	Animation Use FlipAnim to create flip book animations of the human circulatory system using digital drawings.