



Computing - Curriculum Overview

Year	Subject specific	'The Greats'	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Nursery	Vocabulary		 Understanding the World: Technology Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images Knows that information can be retrieved from digital devices and the internet Plays with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet 							
	Ipad Computer Photo Video Internet Type Keyboard Mouse Screen Phone Whiteboard		 Uses ICT h software Can create picture on s Develops di and interac Can use the 	a simple program o ardware to interad content such as a screen gital literacy skills t with a range of t	It supervision to find o	es, and/or draw a ss, understand				





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Year 1	Instructions,	Walt	Programing - Programming toys	Computer Skills	Word -	Graphics and	Internet Research
	algorithm,	Disney	-understand what algorithms are;	-use the	-put text on	Design – Paint	
	sequenced,		how they are implemented as	trackpad, switch	screen		-Key word search
	ordered, step-by-		programs on digital devices; and	on/off, save	-use upper and	-Basic skills,	
	step, clockwise,		that programs execute by following		lower case	brush, fill, shapes	-use technology
	anti-clockwise,		precise and unambiguous	-use technology	-use the space		purposefully to
	quarter turn,		instructions.	purposefully to	bar	-use technology	create, organise,
	program, debug,			create, organise,	-use the Shift	purposefully to	store, manipulate
	direct, clear,		-create and debug simple programs.	store,	-use Caps lock	create, organise,	and retrieve digital
	sequence			manipulate and	-use undo and	store, manipulate	content
			-use logical reasoning to predict the	retrieve digital	redo	and retrieve	
	Trackpad, click,		behaviour of simple programs.	content		digital content	Presentation-
	double click,				-use technology		Word, Publisher,
	launch, minimize,		-look at household technology-		purposefully to		PowerPoint
	taskbar, folder,		-recognise common uses of		create, organise,		
	save, save as,		information technology beyond		store,		-Create information
			school.		manipulate and		document- famous
	Uppercase,				retrieve digital		people
	lowercase, Caps				content		
	lock, shift, space						-use technology
	bar, save, icon,						purposefully to
	edit, backspace,						create, organise,
	delete, arrow keys,						store, manipulate
	undo, redo						and retrieve digital
							content
	Brush, select,						
	cursor, drag, hold,						
	fill, shape, undo,						
	redo, text, insert,						
	format, share						
	Carrella internal						
	Search, internet,						
	key word						





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Year 2	Information, presentation, insert, font, copy, paste, Fill, colour, tool bar, computer program, shape tool, Code, instructions, program, algorithm, Undo, redo, select, bold, highlight, italic, drag, underline, font, size, snipping tool, print screen, copy, paste Program, code, script, algorithm, repeat, event, variable, commands, Search, internet, key word	Nick Park	Presentation- PowerPoint -Basic skills, insert slides, copy and paste pictures -use technology purposefully to create, organise, store, manipulate and retrieve digital content	Graphics and Design - Paint -create work from other artists -use technology purposefully to create, organise, store, manipulate and retrieve digital content	Programing - Logo -Basic shapes -understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - create and debug simple programs -use logical reasoning to predict the behaviour of simple programs	-know that text can be saved and retrieved -change the font style -change the font size -change the font colour -print their work using the Print icon -use the cursor (arrow) keys for simple on screen editing -with support, import graphics and add text -use technology purposefully to create, organise, store, manipulate and retrieve digital content	Programming Scratch -Beginning with basics, adding a sprite, moving a sprite, -understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions -create and debug simple programs -use logical reasoning to predict the behaviour of simple programs	Internet Research -search terms for children -use technology purposefully to create, organise, store, manipulate and retrieve digital content Presentation-Word, Publisher, PowerPoint -create information document- famous people -use technology purposefully to create, organise, store, manipulate and retrieve digital content
Year 3	Copy, paste, insert, font, solid fill, background Computer program, fill, shade, shade, retrieve, file, save,	Larry Page	Presentation - Powerpoint -format and design slides/backgrounds -select, use and combine a variety of	Graphics and Design -Paint -new tools -using and manipulating objects	Programming - Logo -pen up/pen down -design, write and debug	-select text and change the font style, size and colour	Programming - Scratch -more complex scripts	Internet research and communication - Search results - understand computer networks including the internet; how they





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save as,	software (including		programs that	-select text and	-design, write and	can provide multiple
transparent colour,	internet services) on	-select, use	accomplish	use Bold and	debug programs	services, such as the
5	a range of digital	and combine	specific goals,	Underline icons	that accomplish	world wide web; and
Repeat, program,	devices to design and	a variety of	including	-use the scroll	specific goals,	the opportunities
code, algorithm,	create a range of	software	controlling or	bars to view	including	they offer for
debug, regular,	programs, systems	(including	simulating	different parts	controlling or	communication and
angle	and content that	internet	physical	of the document	simulating	collaboration
	accomplish given	services) on	systems; solve	justify / align	physical systems;	-use search
Screenshot,	goals, including	a range of	problems by	text	solve problems by	technologies
manipulating	collecting, analysing,	digital	decomposing	-import graphics	decomposing them	effectively,
windows, copy,	evaluating and	devices to	them into	and add text	into smaller parts	appreciate how
paste, uppercase,	presenting data and	design and	smaller parts	-print using the		results are selected
lowercase, align,	information	create a		menu	-use sequence,	and ranked, and be
bullet points,		range of	-use sequence,	-use print	selection, and	discerning in
numbering,		programs,	selection, and	preview	repetition in	•
shortcut, select,		systems and	repetition in		programs; work	evaluating digital
text		content	programs; work	-select, use and	with variables and	content
		that	with variables	combine a	various forms of	Presentation -
Create, command,		accomplish	and various	variety of	input and output	Word, Publisher,
algorithm, polygon,		given goals,	forms of input	software		PowerPoint
debugging,		including	and output	(including	-use logical	
repeating pattern,		collecting,		internet	reasoning to	-create information
		analysing,	-use logical	services) on a	explain how some	document- famous
Web search,		evaluating	reasoning to	range of digital	simple algorithms	people
search engine,		and	explain how	devices to	work and to	-select, use and
order		presenting	some simple	design and	detect and	combine a variety of
		data and	algorithms work	create a range	correct errors in	software (including
		information	and to detect	of programs,	algorithms and	internet services) on
			and correct	systems and	programs	a range of digital
			errors in	content that	. 3	devices to design
			algorithms and	accomplish given		and create a range
			programs	goals, including		of programs,
			'	collecting,		systems and content
				analysing,		that accomplish
				evaluating and		given goals, including
				presenting data		collecting, analysing,
				and information		
						evaluating and
						presenting data and
						information





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Year 4	Slide, insert, font,	Bill Gates	Presentation -	Graphics	Programming -	Word	Programming -	Internet research
	background, solid		PowerPoint	and design	Logo		Scratch	and communication
	fill, gradient fill					-import		
			-inserting web links	-pivot	-repeat, pen	graphics	-questions and	-order of returned
	Animation, frame,		-backgrounds	Animation	colour	(position and	quizzes	results
	scene,					align		
			-select, use and	-select, use	-design, write	-use the spell	-design, write and	-understand
	Procedure,		combine a variety of	and combine	and debug	checker	debug programs	computer networks
	algorithm, code,		software (including	a variety of	programs that	-use Find,	that accomplish	including the
	setpos,		internet services) on	software	accomplish	search and	specific goals,	internet; how they
	coordinates,		a range of digital	(including	specific goals,	replace if	including	can provide multiple
	random, fill, repeat		devices to design and	internet	including	appropriate	controlling or	services, such as the
			create a range of	services) on	controlling or	-use Page Setup	simulating	world wide web; and
	Edit, copyright,		programs, systems	a range of	simulating	to choose	physical systems;	the opportunities
	format, table,		and content that	digital	physical	Portrait or	solve problems by	they offer for
	inset, column, row,		accomplish given	devices to	systems; solve	Landscape page	decomposing them	communication and
	cell, layout,		goals, including	design and	problems by	as appropriate	into smaller parts	collaboration
	orientation,		collecting, analysing,	create a	decomposing	-learn how to		
	portrait,		evaluating and	range of	them into	insert and use a	-use sequence,	-use search
	landscape,		presenting data and	programs,	smaller parts	simple table	selection, and	technologies
			information	systems and		-use the Zoom	repetition in	effectively,
	Visual,			content	-use sequence,	menu to view	programs; work	appreciate how
	decomposing,			that	selection, and	the whole page	with variables and	results are selected
	algorithm,			accomplish	repetition in		various forms of	and ranked, and be
	debugging,			given goals,	programs; work	-select, use and	input and output	discerning in
	sequence,			including	with variables	combine a		evaluating digital
	selection,			collecting,	and various	variety of	-use logical	content
	effective, sprite,			analysing,	forms of input	software	reasoning to	
	repetition,			evaluating	and output	(including	explain how some	Presentation -
	commands,			and		internet	simple algorithms	Word, Publisher,
	variable, sounds			presenting	-use logical	services) on a	work and to	PowerPoint
	library, assign,			data and	reasoning to	range of digital	detect and	
	numerical values,			information	explain how	devices to	correct errors in	-create information
	positive, negative,				some simple	design and	algorithms and	document- famous
	appropriate,				algorithms work	create a range	programs	people
					and to detect	of programs,		
	Returned results,				and correct	systems and		-select, use and
	trustworthy, spam,				errors in	content that		combine a variety of
	rank, URL					accomplish given		software (including





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					algorithms and	goals, including		internet services) on
					programs	collecting,		a range of digital
						analysing,		devices to design
						evaluating and		and create a range
						presenting data		of programs,
						and information		systems and content
								that accomplish
								given goals, including
								collecting, analysing,
								evaluating and
								presenting data and
								information
Year 5	Danien.	Chaus	Presentation -	Graphics	Radio stations	Publisher	D	Tutamat massault
year 5	Design,	Steve Jobs	PowerPoint	•	Radio Stations	Publisher	Programming – Scratch	Internet research
	background,	JODS	PowerPoint	and design		4-1	Scratch	and Communication
	Nustan		non satas abilla	alas de ele con	-create and	-select, use and		de at an annual
	Design,		-practise skills,	-sketch up	import sounds.	combine a	- create own	-design own web
	architectural		hyperlinks, actions,			variety of	video game	page
	designs, interior		transitions	-select, use	-select, use and	software		
	designs, landscape,			and combine	combine a	(including	-design, write and	-understand
	Computer program,		-select, use and	a variety of	variety of	internet	debug programs	computer networks
	3D,		combine a variety of	software	software	services) on a	that accomplish	including the
			software (including	(including	(including	range of digital	specific goals,	internet; how they
	.		internet services) on	internet	internet	devices to	including	can provide multiple
	Input, output,		a range of digital	services) on	services) on a	design and	controlling or	services, such as the
	record, skip to		devices to design and	a range of	range of digital	create a range	simulating	world wide web; and
	start, skip to end,		create a range of	digital	devices to	of programs,	physical systems;	the opportunities
	playback, jingle,		programs, systems	devices to	design and	systems and	solve problems by	they offer for
	podcast, download,		and content that	design and	create a range	content that	decomposing them	communication and
	advert/advertising,		accomplish given	create a	of programs,	accomplish given	into smaller parts	collaboration
	present, evaluate,		goals, including	range of	systems and	goals, including		
			collecting, analysing,	programs,	content that	collecting,	-use sequence,	-use search
	Insert, document,		evaluating and	systems and	accomplish given	analysing,	selection, and	technologies
	open, text box,		presenting data and	content	goals, including	evaluating and	repetition in	effectively,
	font, align,		information	that	collecting,	presenting data	programs; work	appreciate how
				accomplish	analysing,	and information	with variables and	results are selected
	Sprite, backdrop,			given goals,	evaluating and		various forms of	and ranked, and be
	trigger, action,			including	presenting data		input and output	discerning in
	effects,			collecting,	and information			





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	consequence,	analy	ysing,	-use logical	evaluating digital
	obstacle, code,	evalu	uating	reasoning to	content
	costume, duplicate,	and		explain how some	
	variable, debug,	pres	enting	simple algorithms	Presentation -
		data	ı and	work and to	Word, Publisher,
	Bookmarks,	infor	rmation	detect and	PowerPoint
	favourites			correct errors in	
				algorithms and	-create information
				programs	document- famous
					people
					-select, use and
					combine a variety of
					software (including
					internet services) on
					a range of digital
					devices to design
					and create a range
					of programs,
					systems and content
					that accomplish
					given goals, including
					collecting, analysing,
					evaluating and
					presenting data and
					information





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Year 6	Hyperlink, link,	Mark	Presentation -	Graphics	Programming -	Excel	Programming -	Internet research
	transition,	Zuckerberg	PowerPoint	and design	Kodu		Scratch	and communication
	animation, action			-stop		-spreadsheets		
			-transitions,	motion	-create own		-animated stories	-communication
	Animation, frame,		animation, links,		world/game	-select, use and		online
	scene, stop motion		actions	-select, use		combine a	-design, write and	
				and combine	-design, write	variety of	debug programs	-understand
	Icon, visual		-select, use and	a variety of	and debug	software	that accomplish	computer networks
	programming,		combine a variety of	software	programs that	(including	specific goals,	including the
	investigate, code,		software (including	(including	accomplish	internet	including	internet; how they
	instructions, genre,		internet services) on	internet	specific goals,	services) on a	controlling or	can provide multiple
	virtual world, tool		a range of digital	services) on	including	range of digital	simulating	services, such as the
	pallet,		devices to design and	a range of	controlling or	devices to	physical systems;	world wide web; and
	deconstruct, end		create a range of	digital	simulating	design and	solve problems by	the opportunities
	goal, start point,		programs, systems	devices to	physical	create a range	decomposing them	they offer for
	end point, program		and content that	design and	systems; solve	of programs,	into smaller parts	communication and
	design, compete,		accomplish given	create a	problems by	systems and		collaboration
	automatically		goals, including	range of	decomposing	content that	-use sequence,	
	controlled,		collecting, analysing,	programs,	them into	accomplish given	selection, and	-use search
			evaluating and	systems and	smaller parts	goals, including	repetition in	technologies
	Spreadsheet,		presenting data and	content		collecting,	programs; work	effectively,
	format, cell,		information	that	-use sequence,	analysing,	with variables and	appreciate how
	formula, calculate,			accomplish	selection, and	evaluating and	various forms of	results are selected
	toolbar, axis,			given goals,	repetition in	presenting data	input and output	and ranked, and be
	conditional,			including	programs; work	and information		discerning in
				collecting,	with variables		-use logical	evaluating digital
	Animate, sprite,			analysing,	and various		reasoning to	content
	repeat, broadcast,			evaluating	forms of input		explain how some	
	receive, reflected,			and	and output		simple algorithms	Presentation -
	horizontal, code,			presenting			work and to	Word, Publisher,
	deconstruct,			data and	-use logical		detect and	PowerPoint
	sequence,			information	reasoning to		correct errors in	
	backdrop,				explain how		algorithms and	-create information
	transition, audio,				some simple		programs	document- famous
	enhance,				algorithms work			people
	interactive,				and to detect			
					and correct			-select, use and
	Online				errors in			combine a variety of
	commination,							software (including





Online audience,	algorithms and	internet services) on
posting	programs	a range of digital
		devices to design
		and create a range
		of programs,
		systems and content
		that accomplish
		given goals, including
		collecting, analysing,
		evaluating and
		presenting data and
		information