



# Computing Long-term Overview

<b>EYFS</b>	<p><b>Communication and Language:</b> Follow instructions involving several ideas or actions.</p> <p><b>Mathematics:</b> Recognise, create and describe patterns. Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.</p> <p><b>Understanding the World:</b> Recognise that a range of technology is used in places such as homes and schools. Select and use technology for particular purposes.</p> <p><b>Personal, Social and Emotional Development:</b> Say when they do or don't need help. Talk about own and others' behaviour, and its consequences, and know that some behaviour is unacceptable. Show sensitivity to others' needs and feelings, and form positive relationships with adults and other children.</p>							
<b>Cycle A</b>	<b>Year 1</b>		<b>Year 2</b>		<b>Year 3/4</b>		<b>Year 5/6</b>	
<b>Autumn</b>	Technology around us	What is an algorithm – robots	Technology around us	What is an algorithm - robots	Technology around us – Internet and networks – safe searching	Creating music (link to Music theme)	Technology around us – communication and collaboration	Programming – Physical Selection in computing - Ozobot
<b>Spring</b>	Creating a painting / picture (link to toys and games)	Data and information - grouping	Creating video (link to significant individuals)	Internet use – email?	Data and information – data logging	Creating a simulated world on Minecraft	Creating video	Programming Selection in quizzes
<b>Summer</b>	Word processing	Scratch coding	Data and information - Pictograms	Scratch coding	Programming – Sequencing sounds	Programming Events and actions	Data and Information – Flat file Databases	Creating Vector Graphics

Aspects of online safety are integrated into all units, explicitly referenced on the individual unit plans.

Cycle B	Year 1		Year 2		Year 3/4		Year 5/6	
Autumn	Technology around us	What is an algorithm	Technology around us	Scratch coding	Technology around us Back to the Future – creating a blog	Creating and editing images	Technology around us – Systems and searching	Programming introduction to Python
Spring	Creating a painting /picture	Data and information - grouping	Creating music	Internet use – email?	Programming Ozobot block coding	Programming Logo, Repetition in shapes	Data and Information - Spreadsheets	Creating 3D Models
Summer	Word processing	Scratch coding	Data and information – Pictograms	Scratch coding	Programming Loops, repetition and games	Data and information – Branching databases	Programming in games – variables - Ozobot	Creating a web page

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