

Computing Overview 2022-2023

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Computing is taught throughout the year during continuous provision and structured class discussions with focus on staying safe and knowing how to find information online. By the end of the year children will be able to 'recognise that a range of technology is used in places such as homes and schools [and] select and use technology for particular purposes.'					
Year 1	<i>Switched On</i> 'We are Treasure Hunters' (Solving problems using programmable toys)	<i>Espresso Coding</i> (On the move)	<i>Switched On</i> 'We are publishers' (Creating a multimedia ebook about our achievements)	<i>Switched On</i> 'We are rhythmic' (Creating sound patterns in ScratchJr and GarageBand)	<i>Switched On</i> 'We are digital artists' (Creating work inspired by great artists)	<i>Espresso Coding</i> (Simple Inputs)
Year 2	<i>Espresso Coding</i> (Different sorts of inputs)	<i>Switched On</i> 'We are games testers' (Working out the rules for games)	<i>Switched On</i> 'We are photographers' (Taking, selecting and editing digital images)	<i>Switched On</i> 'We are safe researchers' (Researching a topic)	<i>Switched On</i> 'We are animators' (Creating a stop-motion animation)	<i>Switched On</i> 'We are zoologists' (Collecting data about bugs)
Year 3	<i>Espresso Coding</i> (Sequence and Animation)	<i>Switched On</i> 'We are bug fixers' (Finding and correcting bugs)	<i>Switched On</i> 'We are presenters' (Videoing a presentation against a green screen)	<i>Switched On</i> 'We are co-authors' (Producing a wiki)	<i>Switched On</i> 'We are who we are' (Creating presentations about ourselves)	<i>Espresso Coding</i> (Conditional Events)
Year 4	<i>Espresso Coding</i> (Introduction to variables, Repetition and Loops)	<i>Switched On</i> 'We are software developers' (Developing a simple educational game)	<i>Switched On</i> 'We are makers' (coding for micro:bit)	<i>Switched On</i> 'We are musicians' (Creating a piece of music in GarageBand)	<i>Switched On</i> 'We are bloggers' (Sharing experiences and opinions)	<i>Switched On</i> 'We are artists' (Fusing geometry and art)
Year 5	<i>Espresso Coding</i> (Speed, direction and coordinates and Random numbers and simulations)	<i>Switched On</i> 'We are cryptographers' (Cracking codes)	<i>Switched On</i> 'We are architects' (Creating a virtual space)	<i>Switched On</i> 'We are web developers' (Making sense of the internet and building a website)	<i>Switched On</i> 'We are adventure gamers' (Creating an interactive adventure)	<i>Switched On</i> 'We are VR designers' (Experimenting with virtual and augmented reality)
Year 6	<i>Espresso Coding</i> (More Complex Variables)	<i>Switched On</i> 'We are connected' (Developing skills for social media)	<i>Switched On</i> 'We are AI developers' (Learning about artificial intelligence)	<i>Switched On</i> 'We are advertisers' (Creating a short television advert)	<i>Switched On</i> 'We are Publishers' (Creating a yearbook or school magazine)	<i>Espresso Coding</i> (Object Properties)