



Linthorpe Community Primary School – Overview of Computing Curriculum Coverage



	Autumn	Spring	Summer	Internet Safety
EYFS	<p>In EYFS, we have an integrated approach to computing and technology, laying down the foundations for KS1 and KS2. In EYFS, children explore technology within their play prior to using it formally. Children develop their understanding of technologies used in the world around them, from mobile phones and programmable toys to pedestrian crossings.</p>			
Year 1	<p>Aut 1: Using a Programmable Toy Introduce terms - algorithms/coding/programming</p>	<p>Spr 1: Using 'My Story' app</p>	<p>Sum 1: Introduction to school laptops, usernames and passwords. Rules. Saving & Retrieval of media on school network</p>	<p>https://digital-literacy.org.uk/curriculum-overview/fs-year1/fs-year1-sol-(1).aspx/</p>
	<p>Aut 2: Coding: Using Beebot App. Introduce term - debugging</p>	<p>Spr 2: Saving Images/content from Web to iPad and using in posters</p>	<p>Sum 2: 2Go Coding with an on-screen Turtle</p>	
Year 2	<p>Aut1: Keyboard skills – specific learning/Technical vocab</p>	<p>Spr 1: Programming with Scratch Junior APP on iPads</p>	<p>Sum 1: Digital Media – Creating a short video using Puppet pals to inform</p>	<p>https://digital-literacy.org.uk/curriculum-overview/year2/year-2-sol-(1).aspx/</p>
	<p>Aut 2: Programming with Blue Bots. Recap Bee Bots and 2Go and progress onto Hour of Code online</p>	<p>Spr 2: Using Microsoft Office for a purpose 'Insert' 'Online Image'</p>	<p>Sum 2: Introduction to Scratch 2</p>	



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Year 3	Aut 1: Acceptable User Policy & Communicating with Computers	Spr 1: Understanding search engines and rankings.	Sum 1: Understanding algorithms and writing/debugging code to achieve a goal	https://digital-literacy.org.uk/curriculum-overview/year3/year-3-sol-(1).aspx/
	Aut 2: Understanding the school's network and the Internet.	Spr 2: Making a digital presentation using iPads	Sum 2: Hour of Code	
Year 4	Aut 1: Responsible Users and Stronger Passwords	Spr 1: Scratch – Animate your name (using forever loops, IF Then, repeat blocks)	Sum 1: Data Handling –Presenting Data	https://digital-literacy.org.uk/curriculum-overview/year4/year-4-sol-(1).aspx/
	Aut 2: Kodu – Getting started	Spr 2: Collecting information and presenting this in different forms	Sum 2: Coding – LEGO WeDo	
Year 5	Aut 1: Manipulate digital content	Spr 1: Presenting information to an audience	Sum 1: Scratch – Build your own game	https://digital-literacy.org.uk/curriculum-overview/year5/year-5-sol-(1).aspx/
	Aut 2: Scratch Maze Game	Spr 2: What is a computer?	Sum 2: Use and combine the Internet to share information.	
Year 6	Aut 1: Understanding the Internet – rankings of search engines, keywords, email.	Spr 1: Scratch / Build your own APP	Sum 1: Internet Safety Presentation linking in with transition to secondary school + APPs	https://digital-literacy.org.uk/curriculum-overview/year6/year-6-sol-(1).aspx/
	Aut 2: Quiz time with Scratch	Spr 2: Understanding the Internet	Sum 2: Hour of Code – An Introduction to Python	