



Computing Curriculum Overview Cycle B

Term	Nursery	Reception	Year 1	Year 2	Year 3/4	Year 4/5	Year 5/6
AUTUMN 1	These units can be flexible to suit topics/books. Please use Barefoot Computing for ideas		Computing systems and networks: Technology around us		Computing systems and networks: IT around us	Computer Systems and Networks	Computer Systems and Networks: (Yr 5) Sharing Information
	Data handling and Multimedia To move objects on a screen with a mouse and touchscreen technology (iPad).	Computer Science (coding): Barefoot Unplugged Coding (no technology needed) https://www.barefootcomputing.org/resources/barefoot-bytes---5-7					
AUTUMN 2	Technology in the world around us: Role play (technological toys e.g. iron, microwave, telephone, computer)	Information Technology: Interactive Stories with Info the Forest (book by Anthony Browne) Fairy Tales topic link (iPads - Chatterpix, PicCollage)	Creating media: Digital painting	Creating media: Digital photography	Creating Media: (Yr 3) Stop-frame Animation	Creating Media: (Yr 3) Stop-frame Animation	Creating Media: (Yr 5) Vector drawing
SPRING 1	Programming: Remote controlled vehicles	Springtime https://www.barefootcomputing.org/earlyyears	Programming A: Moving a robot	Programming A: Robot algorithms	Programming A: (Yr 3) Sequencing sounds	Programming A: (Yr 3) Sequencing sounds	Programming A (Yr 5) Selection in physical computing (requires Crumble boards)
SPRING 2	Creating Media Animal/pet pictures Doodle Buddy	Boats Ahoy https://www.barefootcomputing.org/earlyyears	Data and information: Grouping data	Data and information: Pictograms	Creating Media: (Yr 3) Desktop publishing	Creating Media: (Yr 3) Desktop publishing	Data and Information: (Yr 5) Flat file databases
SUMMER 1		Summer Fun https://www.barefootcomputing.org/earlyyears	Creating media: Digital writing	Creating media: Making music	Data and Information: (Yr 3) Branching Databases	Data and Information: (Yr 3) Branching Databases	Creating Media: (Yr 6) 3D Modelling
SUMMER 2		Busy Bodies - Algorithms https://www.barefootcomputing.org/earlyyears	Programming B: Introduction to animation	Programming B: An introduction to quizzes	Programming A: (Yr4) Repetition in shapes	Programming A: (Yr4) Repetition in shapes	Programming A: (Yr 5) Variables in games