Weston Rhyn
Primary School

Computing Curriculum Overview
Cycle C

Term	Nursery	Reception	Year 1	Year 2	Year 3/4	Year 4	Year 5	Year 6
AUTUMN 1	Computer Science (coding): Awesome Autumn Barefoot https://www.barefootcomputing.org/earlyyears	Computer Science (coding): Awesome Autumn Barefoot https://www.barefootcomputing.org/earlyyears	Computing systems and networks – Technology around us	Computing systems and networks: IT around us	Computing systems and networks – Connecting computers (Year 3)	Computing systems and networks – The Internet	Computing systems and networks - systems and searching	Computing systems and networks - Communication and collaboration
AUTUMN 2	Technology in the world around us: Role play (technological toys e.g. iron, microwave, telephone, computer)	Information Technology: Barefoot – Winter Warmers (scarves for snowmen) https://www.barefootcomputing.org/earlyyears (iPads - Chatterpix, PicCollage)	Creating media – Digital painting	Creating media – Digital photography	Creating media - Stop-frame animation	Creating media - Audio production	Creating media - Video production	Creating media – Web page creation
SPRING 1	Programming: Remote controlled vehicles	Springtime https://www.barefootcomputing.org/earlyyears	Programming A – Moving a robot	Programming A – Robot algorithms	Programming A – Repetition in shapes	Programming A – Repetition in shapes	Programming A – Selection in physical computing	Programming A – Variables in games
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	Data and information – Data logging	Data and information – Data logging	Data and information – Flat-file databases	Data and information - Introduction to Spreadsheets
SUMMER 1	Summer Fun https://www.barefootcomputing.org/earlyyears	Summer Fun https://www.barefootcomputing.org/earlyyears	Creating media – Digital writing	Creating media - Digital music	Creating media – Desktop publishing	Creating media – Desktop publishing	Creating media - Introduction to vector graphics	Creating media – 3D Modelling
SUMMER 2	Busy Bodies - Algorithms https://www.barefootcomputing.org/earlyyears	Busy Bodies - Algorithms https://www.barefootcomputing.org/earlyyears	Programming B - Programming animations	Programming B - programming quizzes	Programming B – Repetition in games	Creating media – Photo editing	Programming B – Selection in quizzes	Using the microbit for primary to secondary transition