



COMPUTING CURRICULUM UNIT OVERVIEWS

KEY

Digital Literacy

Information Technology

BOLD – physical
computing kit

Computer Science

Cyber-Safety

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1 & 2	Y1 iAlgorithm (6 lessons) Introduces the idea algorithms are sets of instructions.	Y1 iSafe (first 3 lessons) Y1 iDraw (4 lessons) Creating digital art – Christmas cards	Y1 iSafe (last lesson) Y1 iProgram (5 lessons) programming toys (physical and virtual) and exploring code	Y1 iWrite (lessons 1-3) Basics of word processing Y2 iSearch (lessons 1 and 2) Introducing searching the internet	Y1 iData (4 weeks) This unit has strong links with Mathematics and Data Handling (use to support SATs revision). 2 iSafe (first 2 lessons) iSafe (6 lessons)	Y2 iSafe (last 2 lessons) Y2 iAnimate (6 lessons) Stop frame animation through storytelling.
3	iProgram Unit 1 (6 lessons) develop computational thinking and programming with Scratch.	iNetwork (4 lessons) Exploring networks and learning how digital devices are connected together to form them	iData (5 lessons) Exploring databases to find information out and add records	iConnect (6 lessons) Learning about the Internet and World Wide Web	iSafe (6 lessons)	iDo WeDo (physical programming) Programming and robotics with Scratch & LEGO™ WeDo
4	iProgram Unit 1 (5 lessons) develop computational thinking and programming animations with Scratch.	iData (5 lessons) exploring data representations with data bases	iAnimate (5 lessons) combining narrative and artwork to create computer animations.	iLearn AI (5 lessons) introduction to artificial intelligence	iPhotoEdit (5 lessons) exploring digital photo editing and AI generated images.	Wildlife Animations Microbits (physical programming) (2 weeks) Barefoot - wildlife animations_micro:bit (microbit.org) iSafe (6 lessons)
5	iProgram Unit 1 develop computational thinking and programming with Scratch.	Litter Hunt Microbits (physical programming) (2 weeks) Barefoot - litter hunt_micro:bit (microbit.org) iSafe	iDraw (5-6 lessons) Exploring how images are made from shapes & lines iModel (6 lessons) Exploring, designing and constructing 3D digital modelling (DT project – Computer Aided Design)	iCrypto (6 lessons) Exploring data encryption and cryptography	iWeb (6 lessons) Exploring web design and construction	iProgram2 (6 lessons) Developing computational thinking and programming with Kodu

6	iProgram Unit 1 (6 lessons) develop computational thinking and programming animations with Scratch.	iNetwork (6 lessons) Networks, data representation, HTML/CSS	iData (5-6 lessons) Introducing Spreadsheets	iSafe (9 lessons) iLearn AI (6 lessons) Introduction to Artificial Intelligence iModel (6 weeks) Introducing 3d computer modelling (DT project – crumble kits)
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