

Computing Units Overview 2024-2025

	Autumn		Spring		Summer	
EYFS <i>Computational Thinking: Unplugged approach</i>	Pattern: : Grouping and naming - Using the classroom environment eg through Shadow labels (link Mathematics) Pattern: Sorting and sequencing (link Mathematics)	Abstraction: Retelling events using prompts (link Geography - Autumn walk)	Tinkering: What do we do to make things move (link: Science) Digital photography: Using Ipads to capture images (link Writing) Persevering: noticing when we do not give up (link PSED) Decomposition: Breaking things down into simple steps (link DT) Making: Making things, checking and fixing things (link DT) Pattern: Grouping (Mathematics)	Collaboration: Working together (link PSED) Algorithms: Sequencing and pattern, working out new ways to do things (link Maths) Abstraction: Creating maps (link Geography)	Decomposition: Breaking things down into simple steps - Bee Bots (link Geography) Making: Constructing buildings (link Science) Making: Making things, checking and fixing things (link DT)	Logic: Anticipating and explaining (Link: Reading)
Year 1	1.1 Technology around us	1.6 Digital Writing	1.2 creating media: digital painting (paintz)	1.3 Programming: Physical Computing moving a robot (Beebots)	1.4 Data and Information: grouping data	1.5 Programming: animations (Scratch Jr)
Year 2	2.1 IT all around us and typing skills	2.2 Creating media: digital photography (ipads)	2.3 Data and Information: pictograms (J2E)	2.4 Physical Computing Programming: Robot Algorithm (Beebots)	2.5 Creating Media: Digital music (Musiclab)	2.6 Programming: quizzes (ipads - ScratchJr)
Year 3 <i>Typing Skills</i>	3.1 Digital devices and networks - connecting computers	3.3 Programming: sequencing music (Scratch)	3.4 Data and Information: Branching Databases (J2E)	3.5 Creating media: desktop publishing (Canva)	3.6 Programming: Events and Actions (Scratch)	3 Physical Computing Micro:bits (block based coding only - not python)
Year 4 <i>Typing Skills</i>	4.1 All about the Internet	4.3 Programming: Repetition in shapes (Logo)	4.6 Programming: Repetition in games (Scratch)	3.2 Creating Media: Stop animation (StopAnimation-ipads)	4.4 Data and Information: data logging (Microbits)	4.5 Creating media: Photo editing (Pixlr online)
Year 5	5.1 Systems and	6.2 Creating Media: we	5.3 Programming A:	5.4 Data and Information:	5.6 Programming B:	5.5 Creating media:

Typing Club	Searching	are web designers (Google Sites)	Selection in physical computing (Crumble) (+ 2 wks DT time inc h/w planning)	Data and information – flat-file databases (J2E)	Selection in quizzes (Scratch)	introduction to vector graphics (Google Draw)
Year 6 Typing Club	6.1 Communication and Collaboration	5.2 Creating media:- video and audio editing (some adaptations to TC curriculum needed for audio aspects)	6.3 HTML and CSS (Trinket)	6.4 Creating Media - 3D Modelling (Tinkercad)	6.5 Data and information – Introduction to Spreadsheets (Google Sheets)	6.6 Programming: Python (Trinket)