Bailey Green Primary School
Computing Overview 2023-24

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Keeping Safe & Exploring Technology	Exploring digital sound	Making multimedia stories	Action Algorithms	An introduction to digital art	Programming Direction
Y2	Keep Safe and Create	An introduction to animation	Programming with Scratch Jr	Writing in different styles	Programming with Logo	Finding & presenting information
Y3	Digital Literacy and online safety (Y3)	Starting from Scratch	Digital Imagery: Patterns in Nature	Lego WeDo: Mechanisms & Machines	Databases	Getting Started with Kodu
Y4	Digital Literacy and online safety (Y4)	Searching the Web	Animation with Scratch	Communication and collaboration	Kodu – An independent project	3D Design
Y5	Digital Literacy and online safety (Y5)	Retro Games	LEGO Robotics Building	Manipulating Sound	What is a computer?	Building collaborative websites
Y6	Digital Literacy and online safety (Y6)	Spreadsheet Masters	Inside the internet	Getting started with the BBC micro:bit	Creating Instructional Videos	
EYFS	In Nursery and Reception children access many areas of the EYFS curriculum through the use of technology.		• Interactive Whiteboards, to access phonic and other educational games. • Beebots and remote control cars to support positional and directional language • CD Players for audio books • iPads to use educational apps and to support fine motor control • Voice recordable clipboards to support literacy, speaking and listening • Use of 2Simple software via Purple Mash to support various areas of the EYFS curriculum			

Key

- Digital literacy - Online safety
- Digital literacy - Multimedia
  - Text
  - Sound
  - Art and design
  - Animaton
  - Video
- Computer science
  - Control and programming.
  - Computational thinking
- Information technology