



Computing Summary Document 2024- 2025

	Autumn 1	Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2
EYFS										
Year 1	Unit 1.1 Online Safety & Exploring Purple Mash 4 lessons	Unit 1.2 Grouping & Sorting 2 lessons	Unit 1.3 Pictograms 3 lessons 2Count	Unit 1.5 Maze Explorers 3 lessons 2Go	Unit 1.7 Coding 6 lessons 2Code	Unit 1.8 Spreadsheets 3 lessons 2Calculate		Unit 1.9 Technology outside school 2 lessons		
Year 2	Unit 2.2 Online Safety 3 lessons		Unit 2.3 Spreadsheets 4 lessons 2Calculate	Unit 2.4 Questioning 5 lessons 2Question 2Investigate		Unit 2.6 Creating Pictures 5 lessons 2Paint		Unit 2.1 Coding 6 lessons 2Code		Unit 2.8 Presenting Ideas 4 lessons
Year 3	Unit 3.2 Online safety 3 lessons 2Email	Unit 3.5 Email (inc. email safety) 6 lessons	Unit 3.4 Touch Typing 4 lessons 2Type	Unit 3.1 Coding 6 lessons 2Code		Unit 3.3 Spreadsheets 3 lessons 2Calculate Unit 3.6 Branching Databases 4 lessons 2Question 2Simulate		Unit 3.7 Simulations 3 lessons	Unit 3.8 Graphing 3 lessons 2Graph	Unit 3.9 Presenting 6 lessons PowerPoint or Google Slides
Year 4	Unit 4.2 Online Safety 4 lessons	Unit 4.5 Logo 4 lessons 2Logo		Unit 4.6 Animation 3 lesson 2Animate		Unit 4.8 Hardware Investigator 1 lesson		Unit 4.7 Effective Searching 3 lessons		Unit 4.3 Spreadsheets 6 lessons 2Calculate
Year 5	Unit 5.2 Online Safety 3 lessons	Unit 5.1 Coding 6 lessons 2Code		Unit 5.3 Spreadsheet 6 lessons 2Calculate	Unit 5.4 Databases 4 lessons 2Investigate	Unit 5.5 Game Creator 5 lessons 2DIY 3D	Unit 5.6 3D Modelling 4 lessons 2Design & Make	Unit 5.7 Concept Maps 4 lessons 2Connect		Unit 5.8 Word Processing 8 lessons MS Word or Google Docs
Year 6	Unit 6.2 Online Safety 2 lessons (using search technologies effectively)	Unit 6.1 6.5 6.8 – Scratch Design, write and debug programs that accomplish specific goals.		Unit 6.1 6.5 6.8 Scratch Use sequence, selection and repetition in program, work with variables.		Unit 6.2 6.4 6.8 Understand computer networks, including the network.		Units 6.1 6.3 6.4 6.5 6.7 6.8 6.9 Blogs, word, powerpoints. Select, use variety of software on a range of digital devices.	Unit 6.1 6.5 covered within DT. Microbit – use sequence, selection and repetition in programs.	Unit 6.9 Spreadsheets 8 lessons Excel or Google Sheets

	Computer Science	Information Technology	Digital Literacy
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2BeSafe which is an online safety scheme of work to meet the guidance set out within the Department for Education's - Education for a Connected World. The Education for a Connected World framework outlines eight key areas, which seek to equip children and young people for digital life and the digital world. 2Simple's 2BeSafe offers a comprehensive coverage of these requirements for primary schools starting from Reception up to Year 6. For each objective, they produced a 15-to-20-minute session containing activities to promote discussion, greater thinking and deeper reflection in order to raise the profile of the importance of staying safe online. All sessions contain a teaching PowerPoint and easily accessible resources in order to save teacher's time. Drip feed this throughout the year linking to specific days - 8 twenty minute sessions throughout the year. So for example in November when it is anti-bullying week each year group could select their year group specific unit to run an assembly or PHSE session.

National Curriculum Objective – KEY STAGE ONE	Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Computer Science	1.2 1.4 1.5 1.7	2.1				
Create and debug simple programs	Computer Science	1.5 1.7	2.1				
Use logical reasoning to predict the behaviour of simple programs	Computer Science	1.5 1.7	2.1				
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Information Technology	1.3 1.6 1.7 1.8	2.3 2.4 2.5 2.6 2.7 2.8				
Recognise common uses of information technology beyond school	Digital Literacy	1.9	2.5*				
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Digital Literacy	1.1	2.2*				
National Curriculum Objective – KEY STAGE TWO							
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Computer Science			3.1	4.1 4.5	5.1 5.5	6.1 6.5 6.8
Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Computer Science			3.1	4.1 4.5	5.1	6.1 6.5
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Computer Science			3.1	4.1 4.5	5.1	6.1 6.5 6.8
Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Computer Science			3.5	4.2 4.7 4.8	5.2	6.2 6.4 6.6
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Information Technology				4.7	**	6.2
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Information Technology			3.3 3.4 3.5 3.6 3.7 3.8 3.9	4.1 4.3 4.4 4.6 4.9	5.1 5.3 5.4 5.5 5.6 5.7 5.8	6.1 6.3 6.4 6.5 6.7 6.8 6.9
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy			3.2 3.5 3.9	4.2	5.2	6.2 6.4

* And in other units when appropriate. ** Various search technologies are taught more specifically in unit 4.7. Children will utilize this knowledge in many Internet based sessions in all areas of the curriculum.