



## Woodhouse Primary School Computing Curriculum Overview

<b>Nursery</b>	The children learn about the uses a range of technological equipment through play, particularly household equipment in the role play area. They know what iPads and other pieces of technology are used for and access games and apps to develop learning when appropriate. They know that their learning can be recorded.		
<b>Reception</b>	The children learn how to use the iPads to record their own learning. They know about the uses of a range of technological equipment that are used in class and in the home. They use a programmable toy to input simple instructions and know how to use the Beebot app and simple games on the IWB.		
<b>Year One</b>	Getting Started – Core ICT skills Online Safety Algorithms unplugged	Rocket to the moon – appreciating the value of computers Online Safety Programming Beebots	Digital Imagery Introduction to data
<b>Year Two</b>	What is a computer? Online Safety Algorithms and debugging	Word processing Online safety Programming using ScratchJr.	Stop Motion Creating simple animations Online safety International space station
<b>Year Three</b>	Networks and the internet Online Safety Programming: Scratch	Emailing Online Safety Journey inside a computer	Video trailers: Using devices other than iPads Data handling: comparison cards databases
<b>Year Four</b>	Collaborative Learning Online Safety Coding with Scratch	Website design Online safety HTML Exploring language behind well-known websites	Computational thinking Online safety Investigating weather
<b>Year Five</b>	Search Engines Online Safety Programming music	Mars Rover 1 Online safety Micro:bit programming	Stop motion animation Online safety Mars Rover 2
<b>Year Six</b>	Bletchley Park 1 Online Safety Introductions to Python – Text based programming	Big Data 1 Online Safety History of computers	Big Data 2 Online Safety Skills showcase: creating a project to showcase computing skills.