

Flyford Flavell Primary School Computing Curriculum

<u>Year Group/Cycle</u>	<u>Autumn 1 History</u>	<u>Autumn 2 Geography</u>	<u>Spring 1 History</u>	<u>Spring 2 Geography</u>	<u>Summer 1 History</u>	<u>Summer 2 Geography</u>
EYFS: Pre-School	Exploring simple functions of ICT		Mark making using ICT		Identifying familiar technology	
EYFS: Reception	E-Safety	Computing systems and networks: Using a Computer	Programming: All about instructions	Computing systems and networks: Exploring hardware	Programming: Beebots	Data Handling: Introduction to data
Children in EYFS will also be exposed to computing through play based continuous provision activities.						
Year 1/2 A	Improving mouse skills	Algorithms unplugged	Rocket to the Moon	What is a computer?	Algorithms and debugging	Word processing
Year 1/2 B	Bee-bots	Digital imagery	Introduction to data	Scratch Jr	Stop motion	International space station
Year 3/4 A	Emailing	Programming: Scratch	Video trailers	Website design	Further coding with Scratch	Computational thinking
Year 3/4 B	Networks and the internet	Comparison cards	Journey inside a computer	Collaborative learning	Investigating weather	HTML
Year 5	Computing systems and networks: Search engines	Programming 1: Music	Data handling: Mars Rover 1	Programming 2: Micro:bit	Creating media: Stop motion animation	Skills showcase: Mars Rover 2
Year 6	Computing systems and networks: Bletchley Park	Computing systems and networks: Exploring AI	Programming: Intro to Python	Data handling 1: Big Data 1	Data handling 2: Big Data 2	Skills showcase: Inventing a product