Computing Curriculum Planning Overview – Hormead First School

		Autumn 2	Spring 2	Summer 2	
EYFS **Nursery** **Reception**		**Using a Computer** **All 5 Lessons** The main parts of a computer, how to use the keyboard and mouse and logging in and out.	**All About Instructions** **All 5 Lessons** The children learn to receive and give instructions and understand the importance of precise instructions.	**Exploring Hardware** **Lessons 1 – 4 Only** Tinkering and exploring and learning to operate a camera.	**Introduction to Data** **Lessons 1 – 4 Only** Children sort and categorise data and are introduced to branching databases and pictograms.
Year 1	Autumn 1 - MUSIC	**Online Safety** Discuss the main uses of the internet and how it can be used safely.	**Bee Bots** Developing early programming skills using the Bee:Bot	**Data Handling: Introduction to Data** Learning what data is and the different ways that it can be represented as well as developing an understanding of why data is useful, how it can be used and ways in which it can be gathered and recorded both by humans and computers.	
Year 2		**Online Safety** Discuss the main uses of the internet and how it can be used safely.	**Scratch** Exploring what 'blocks' do, using the app 'Scratch' by carrying out an informative cycle of predict > test > review. Programming animation of an animal.	**Word Processing** Learning about word processing and how to stay safe online as well developing touch-typing skills. Introducing important keyboard shortcuts, as well as simple editing tools within a word processor.	
Year 3 **(Cycle 1)**	Spring 1 - MUSIC	**Online Safety** Discuss the main uses of the internet and how it can be used safely.	**Scratch** Building on the use of the 'Scratch' application in Year 2, progressing to using the more advanced computer-based application. Learning to use repetition or 'loops' and building upon skills to program; an animation, a story, and a game.	**Computing Systems and Networks: Networks** Introduction to the concept of networks, learning how devices communicate. From identifying components, learn how information is shared and deepen this understanding by exploring examples of real-world networks.	
Year 4 **(Cycle 2)**	Summer 1 - MUSIC	**Online Safety** Discuss the main uses of the internet and how it can be used safely.	**Further Coding with Scratch** Learning the basics of programming in Scratch, children will create a simple script, use decomposition and understand what variables are.	**Data Handling: Investigating Weather** Researching and storing data using spreadsheets, designing a weather station which gathers and records data and learning how weather forecasts are made. Children use tablets or digital cameras to present a weather forecast.	