Ellingham C of E Primary School Computing Curriculum Overview 2023-24										
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
EYFS	Miraculously Made We have Feelings: Creating Media: Photos-Using iPads to take photographs showing different feelings and expressions. E-safety: Taking, using and sharing photographs safely.	Miraculously Made Creating Media: Audio-Making short presentations about an event or a theme. E-safety: 'Smartie the Penguin'	People, Places and the Past We are Community Members: Creating Media- presentations about our families.	People, Places and the Past Programming: Music Algorithms- 'Kandinsky' app.	Wet and Wild Systems and Networks: Recognising ways in which the internet can be used for communicating. 'We can e-mail': Based on 'Dear Greenpeace', write emails to different people/organisations to make a difference in the World. Being kind online.	Wet and Wild 'We can Exercise'-using digital timers and thermometers. Keeping personal information, such as our address safe.				
Yr 1/2	Coming and Going Systems and Networks: IT Around Us Self-image and identity Online relationships Online reputation Online bullying	<i>Coming and Going</i> Creating Media: Digital Writing <u>Privacy and security</u>	Eureka! Creating Media: Making Music <u>Chrome Music Lab</u> <u>https://musiclab.chromeexp</u> <u>eriments.com/Song-Maker/</u> <u>Managing online</u> <u>information</u>	Eureka! Data Handling: Grouping Data <u>Health, wellbeing and</u> <u>lifestyle</u>	<i>Globetrotters</i> Programming A: Robot Algorithms <u>Copyright and ownership</u>	Globetrotters Programming B: Introduction to Quizzes				

Yr 3/4	Earth Matters Systems and Networks- Connecting Computers Health well-being and lifestyle: Self-image and identity Online relationships	Source to Sea Creating Media: Audio Editing Privacy and security	Walk Like an Eqyptian Programming B: Repetition in Games Copyright and ownership	Walk Like an Eqyptian Data Handling: Data Logging <u>Online reputation</u> <u>Online bullying</u>	Prehistoric Peoples Programming A: Repetition in Shapes <u>Turtle Academy</u> https://turtleacademy.com/ <u>playground</u> Copyright and ownership	Prehistoric Peoples Data Handling: Branching Databases Managing online information
Уr 5/6	Living Locally Data Handling: Flat- file Databases http://www.j2e.com/help/v ideos/datags4 Self-image and Identity Online Relationships	Living Locally Creating Media: Vector Drawing <u>Privacy and Security</u>	The Maya Data Handling: Spreadsheets <u>Managing online</u> <u>information</u>	The Maya Programming A- Variables in Games <u>Online Reputation</u>	Healthy Humans Programming A: Selection in Physical Computing <u>Online Bullying</u> <u>Health, wellbeing and</u> <u>lifestyle</u>	Tectonic Plates Programming B: Sensing using MicroBits <u>Copyright and Ownership</u>