Primary Computing Overview

Date	Activities	EYFS Infant	Year 1 Chimp	Year 2 Gibbon	Year 3 Gorilla	Year 4	Year 5	Year 6
		Purple Mash						
Autumn 1	Developing a Esafety Board for each Year class and introduction to the Computing Curriculum	E-safety: Digi Duck - Create a Poster, using keywords and how to be safe online	E-safety - Create posters to put on Esafety Board in Room	E-safety - Create posters to put on Esafety Board in Room	E-safety - Create posters to put on Esafety Board in Room	E-safety - Create posters to put on Esafety Board in Room	E-safety - Create posters to put on Esafety Board in Room	E-safety - Create posters to put on Esafety Board in Room
		Theme: Ourselves: Using iPads to explore different educational Apps: App suggestions: 1. Beebot 2.Candy Count 3. Pre School math 4. Sorting 1 5. Grade 4 Maths 6. Learn Shapes 7. Instant Picture Frame 8. Collage Any other suggestions welcome.	Covering Debugging, Designing and Inputs/Outputs 1. Turtle 2. Fun with Fish 3. Sounds 4. Haunted scene	Covering Debugging & Simulating Physical Systems & Mathematics 1. Vehicles 2 2. Shapes 3. Random Words & Wizards	Covering Debugging & Simulating Physical Systems & Mathematics 1. Vehicles 2. Shapes 3. Random Words & Wizards	Scratch Beginners Lesson 1 Scratch Beginners Lesson 2 Scratch Beginners Lesson 3 Scratch Beginners Lesson 4 Scratch Beginners Lesson 5 Scratch Beginners Lesson 6	Scratch Beginners Lesson 1 Scratch Beginners Lesson 2 Scratch Beginners Lesson 3 Scratch Beginners Lesson 4 Scratch Beginners Lesson 5 Scratch Beginners Lesson 6	Scratch Expert Lesson 1 Scratch Expert Lesson 2 Scratch Expert Lesson 3 Scratch Expert Lesson 4 Scratch Expert Lesson 5 Scratch Expert Lesson 6
	Half Term	Assessment Update Target Tracker						
Autumn 2		Theme: Ourselves: Using iPads to explore different educational Apps: App suggestions: 1. Beebot 2.Candy Count 3. Pre School math 4. Sorting 1 5. Grade 4 Maths 6. Learn Shapes 7. Instant Picture Frame 8. Collage	Covering Debugging, Simulating Physical systems, Designing and Repitition 1. Magician 2. Tick tock clock challenge 3. Princess and the frog 4. Air Traffic Control	Covering Simulating Physical Systems, Selection & Literacy 1. Traffic Lights 2. Vehicles 2 3. Switching Background	Covering Simulating Physical Systems, Selection & Literacy 1. Traffic Lights 2. Vehicles 2 3. Switching Background	Keeping Safe Lesson 1 Keeping Safe Lesson 2 Keeping Safe Lesson 3 Keeping Safe Lesson 4 Keeping Safe Lesson 5 Keeping Safe Lesson 6 Assessment Special Assembly/Parent Workshop	Around the World Lesson 1 Around the World Lesson 2 Around the World Lesson 3 Around the World Lesson 4 Around the World Lesson 5 Assessment Assessment	Google Sketchup Lesson 1 Google Sketchup Lesson 2 Google Sketchup Lesson 3 Google Sketchup Lesson 4 Google Sketchup Lesson 5 Google Sketchup Lesson 6 Assessment Robotics Enrichment Activity
	Christmas Holidays	Assessment Update Target Tracker				Assessment Update Target Tracker		
Spring 1		Simple City http://www.purplemash.com/#tab/games 1. Building Site 2. Zoo 3. Farm 4. Cafe 5 . Doctor 6. Garage 7. Garden Centre 8. Park 9. Vet 10. Recycling	Coverig Debugging, Simulating Physical systems, Selection, Design and Repitition 1. Night and Day 2. Newton and the Apple 3. Sparklers 4. Rockets	Covering Debugging, Variables, Selection, Designing, Repition 1. Metric Conversions 2. Guard the Castle 3. Night & Day	Covering Variables, Simulating Physical Systems, Selection, Repitition, Input/Outputs & Maths 1. 2go 2. Football 3. Driving Game 4. Times table quiz 5. Feed the duck	Networks Lesson 1 Networks Lesson 2 Networks Lesson 3 Networks Lesson 4 Networks Lesson 5 Networks Lesson 6/Assessment	Kodu Programming Lesson 1 Kodu Programming Lesson 2 Kodu Programming Lesson 3 Kodu Programming Lesson 4 Kodu Programming Lesson 5 Kodu Programming Lesson 6	Computaational Thinking Lesson 1 Computaational Thinking Lesson 2 Computaational Thinking Lesson 3 Computaational Thinking Lesson 4 Computaational Thinking Lesson 5 Computaational Thinking Lesson 6
	Half Term	Assessment Update Target Tracker				Assessment Update Target Tracker		
Spring 1		http://www.purplemash.com/#tab/games 1. Maths City 1 2. Maths City 2	Coverig Debugging, Simulating Physical systems, Selection, Design and Repitition 1.Bubbles 2.Snail race 3. Vehicles 4. Guard the castle	Covering Debugging, Variables, Selection, Designing, Repition 1. Splatty Bug 2. Catherine Wheel 3. Genie	Covering Variables, Simulating Physical Systems, Selection, Repitition, Input/Outputs & Maths 1. Helicopter swipe 2. Turtle crossing road 3. Send the rocket to space 4. Catching game	Around the World Lesson 1 Around the World Lesson 2 Around the World Lesson 3 Around the World Lesson 4 Around the World Lesson 5/Assessment	Keeping Safe Lesson 1 Keeping Safe Lesson 2 Keeping Safe Lesson 3 Keeping Safe Lesson 4 Keeping Safe Lesson 5/Assessment	Networks Lesson 1 Networks Lesson 2 Networks Lesson 3 Networks Lesson 4 Networks Lesson 5/Assessment
	Easter Break	Fun with Fish				Assessment Update Target Tracker		
Summer 1		http://www.purplemash.com/#tab/games 1. 2Simulate 2. Literacy Connection	Coverig Debugging, Simulating Physical systems, Selection, Design and Repitition 1.Jumping monkey 2.Super heroes 3.Night and day 4. Magician	Covering Debugging & Simulating Physical Systems & Mathematics 1. Vehicles 2 2. Shapes 3. Random Words & Wizards	Covering Variables, Simulating Physical Systems, Selection, Repitition, Input/Outputs & Maths 1. Driving game 2. Dancer 3. Feed the duck	Kodu Programming Lesson 1 Kodu Programming Lesson 2 Kodu Programming Lesson 3 Kodu Programming Lesson 4 Kodu Programming Lesson 5 Kodu Programming Lesson 6 Kodu Expo	Networks Lesson 1 Networks Lesson 2 Networks Lesson 3 Networks Lesson 4 Networks Lesson 5 Networks Lesson 6 Assessment	Creating Documents Lesson 1 Creating Documents Lesson 2 Creating Documents Lesson 3 Creating Documents Lesson 4 Creating Documents Lesson 5 Creating Documents Lesson 6 Assessment
	Half Term	Assessment Update Target Tracker				Assessment Update Target Tracker		
Summer 2		http://www.purplemash.com/#tab/games 1. Stories to tell 2. Talking Stories	Covering Debugging, Simulating Physical systems, Designing and Repitition 1. Magician 2. Tick tock clock challenge 3. Princess and the frog 4. Air Traffic Control	Covering Simulating Physical Systems, Selection & Literacy 1. Traffic Lights 2. Vehicles 2 3. Switching Background	Covering Variables, Simulating Physical Systems, Selection, Repitition, Input/Outputs & Maths 1.Scratch Jr	Google Sketchup Google Sketchup Google Sketchup Google Sketchup Google Sketchup Google Sketchup Assessment	Google Sketchup Google Sketchup Google Sketchup Google Sketchup Google Sketchup Google Sketchup Assessment	Stop Frame Animation Lesson 1 Stop Frame Animation Lesson 2 Stop Frame Animation Lesson 3 Stop Frame Animation Lesson 4 Stop Frame Animation Lesson 5 Stop Frame Animation Lesson 6 Assessment

Computing POS EYFS

All pupils should be offered a broad range of experiences across all the areas of ICT

Computing POS KS1

understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

create and debug simple programs

use logical reasoning to predict the behaviour of simple programs

use technology purposefully to create, organise, store, manipulate and retrieve digital content

recognise common uses of information technology beyond school

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.

Computing POS KS2:

design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

use sequence, selection, and repetition in programs; work with variables and various forms of input and output

use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

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

use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

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

use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact