

Whole-School Computing Curriculum Overview

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Nursery	CIL - Anticipates repeated sounds, sights and actions, e.g. when an adult demonstrates an action toy several times. Incorporate technology resources that children recognise into their play.	CIL - Shows interest in toys with buttons, flaps and simple mechanisms and beginning to learn to operate them.	CIL - Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car.	CIL - Seeks to acquire basic skills in turning on and operating some ICT equipment.	CIL - Shows an interest in technological toys with knobs or pulleys, or real objects. Pupils are shown that information can be retrieved from computers.	CIL - Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.
Reception	CIL - Knows how to operate simple equipment. Look at and enjoy digital books. Begin to discuss how to use technology safely.	CIL - Knows that information can be retrieved from computers.	CIL - Interacts with age-appropriate computer software	CIL - Completes a simple program on a computer.	CIL - Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	
	Cycle A of Mixed Age Planning being used for Year 1					
Year 1 (32 lessons)	Unit 1.1. Online Safety (4 lessons) PSHE Unit 1.2 Grouping & Sorting (2 lessons) MATHS	Unit 1.9 Tech outside school (2 lessons) Unit 1.4 & Lego Builders (3 lessons)	Unit 1.5 Maze Explorers (4 lessons)	Unit 2.5 Effective Searching (3 lessons) Unit 2.7 Making Music (3 lessons)	Unit 1.7 Coding (6 lessons)	Unit 2.6 Creating Pictures ART (5 lessons)
Year 2 (32 lessons)	Unit 2.2. Online Safety (3 lessons) PSHE Unit 2.8 Presenting Ideas (4 lessons) ENGLISH	Unit 2.1 Coding (5 lessons)	Unit 2.3 Spreadsheets - (4 lessons) MATHS	Unit 2.5 Effective Searching (3 lessons) Unit 2.7 Making Music (3 lessons)	Unit 2.4 Questioning (5 lessons)) Unit 2.6 Creating Pictures (5 lessons) ART MUSIC

	Cycle A of Mixed Age Planning used for Year 3					
Year 3 (32 lessons)	Unit 3.2. Online Safety (3 lessons) PSHE Unit 3.8 Graphing (3 lessons) MATHS	Coding (6 lessons)	Unit 3.7 Simulations (3 lessons) Unit 4.6 Animation (3 lessons)	Unit 3.6 Branching Databases (4 lessons) SCIENCE	Unit 3.4 Touch Typing (4 lessons)	Unit 3.5 E-mail (6 lessons) ENGLISH
Year 4 (32 lessons)	Unit 4.2. Online Safety (4 lessons) PSHE 4.8 Hardware Investigators (2 lessons)	Unit 4.1 Coding (6 lessons)	Unit 4.3 Spreadsheets (5 lessons) MATHS	Unit 4.6 Animation (3 lessons)	Unit 4.5 Logo (4 lessons) Unit 4.7 Effective Search (3 lessons)	Unit 4.4 Writing for different audiences (5 lessons)
Year 5 (32 lessons)	Unit 5.2 Online Safety (3 lessons) PSHE Unit 5.4 Databases (4 lessons)	Unit 5.1. Coding (6 lessons)	Unit 5.3 Spreadsheets - Crash Course (5 lessons) MATHS	Unit 5.6. 3D Modelling (4 lessons) DT & MATHS	Unit 5.5 Game Creator (5 lessons)	G-Suite - Google Docs, Google Sheets and Google Slides (non-Purple Mash unit - 5 weeks)
Year 6 (32 lessons)	Unit 6.2 Online Safety (3 lessons) PSHE Unit 6.6 Networks (3 lessons)	Unit 6.1 Coding (6 lessons)	Unit 6.3 Spreadsheets (5 lessons) MATHS (non-Purple Mash unit - 5 weeks)	Unit 6.7 Quizzing (use PowerPoint) (6 lessons) GRAMMAR	Unit 6.5 Text adventures (4 lessons) ENGLISH	Unit 6.4. Blogging (5 lessons) ENGLISH

Cycle A/B Details

Year 1 and 2

Cycle A (2022/23)		Cycle B (2023/24)	
Unit 1.1 Online Safety (4 lessons)	Aut	Unit 1.1 lesson 1 plus, Unit 2.2 Online Safety (4 lessons)	Aut
Unit 1.2 Grouping and Sorting (2 lessons)	Aut	Unit 1.3 Pictograms (3 lessons)	Aut
Unit 1.9 Tech outside School (2 lessons)	Aut	Unit 2.1 Coding (5 lessons)	Aut
Unit 2.7 Making Music (3 lessons)	Aut	Unit 1.8 Spreadsheets (3 lessons)	Spr
Unit 1.4 Lego Builders (3 lessons)	Spr	Unit 2.3 Spreadsheets (3 lessons)	Spr
Unit 1.5 Maze Explorers (4 lessons)	Spr	Unit 2. 4 Questioning (5 lessons)	Spr
Unit 2.5 Effective Searching (3 lessons)	Spr	Unit 1.6 Animated Story Books (5 lessons)	Sum
Unit 1.7 Coding (6 lessons)	Sum	Unit 2.8 Presenting Ideas (4 lessons)	Sum
Unit 2.6 Creating Pictures (5 lessons)	Sum		

Year 3 and 4

Cycle A (2022/23)		Cycle B (2023/24)	
Unit 3.2 Online Safety (3 lessons)	Aut	Unit 4.2 Online Safety (4 lessons)	Aut
Unit 3.8 Graphing (3 lessons)	Aut	Unit 4.8 Hardware Investigators (2 lessons)	Aut
Coding (6 lessons) mixed units see below table	Aut	Coding (6 lessons) mixed units see below table	Aut
Unit 3.7 Simulations (3 lessons)	Spr	Unit 3.3 Spreadsheets (3 lessons)	Spr
Unit 4.6 Animations (3 lessons)	Spr	Unit 4.3 Spreadsheets (5 lessons)	Spr
Unit 3.6 Branching Databases (4 lessons)	Spr	Unit 4.5 Logo (3 lessons)	Sum
Unit 3.4 Touch Typing (4 lessons)	Sum	Unit 4.7 Effective Searching (3 lessons)	Sum
Unit 3.5 E-mail (6 lessons)	Sum	Unit 4.4 Writing for different audiences (5 lessons)	Sum
Non-Purple Mash Unit – Intro to Google Slides - TBC	Sum	Non-Purple Mash Unit – Physical Coding – TBC	Sum

Cycle A Coding Breakdown			Cycle B Coding Breakdown		
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5

Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6
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