Abbey Academies Computing Whole School Overview
2022-2023

To Connect Safely	To Code	To Create and Communicate

	Term 1 and 2	Term 3 and 4	Term 5 and 6
Reception	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, safer internet day, online reputation	E-Safety – managing online information, privacy and security, copyright
	UNPLUGGED lessons - Following instructions and de-bugging	BlueBots	Guided coding on iPads - Turtle, Code Karts and Box Island
		Technology all around us	
Year 1	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, safer internet day, online reputation	E-Safety – managing online information, privacy and security, copyright
	Beebots Lessons 1- 3		Teach Computing Scheme Programming B – An introduction to animation (Scratch Jr)
	Teach Computing Scheme Computing systems and networks – Technology around us	Teach Computing Scheme Creating Media - Digital painting	
Year 2	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, safer internet day, online reputation	E-Safety – managing online information, privacy and security, copyright
	Beebots Lessons 1-4		Teach Computing Scheme Programme B – An introduction to quizzes (Scratch Jr)
		Teach Computing Scheme Computing systems and networks – IT around us Creating Media - Making music	
Year 3 *Loops and Repetitions*	E-Safety – self-image and identity, health well-being and lifestyle, online bullying	E-Safety – online relationships, safer internet day, online reputation	E-Safety – managing online information, privacy and security, copyright
	Scratch Jr Lessons 6-9	Code.org Course C, Scratch concepts before coding, Scratch lessons 1 and 2	
			Teach computing – Computing systems and networks – connecting computers
Year 4 *If Statements*	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, safer internet day, online reputation	E-Safety – managing online information, privacy and security, copyright
	Code.org Course D (Sequencing & Events)	Code.org Course D (Loops & Conditionals)	Scratch Lessons 3-4 Scratch Cards
	Teach computing – Computer systems and network – The Internet	Teach computing – Data information – branching databases	
Year 5 *Variables*	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, safer internet day, online reputation	E-Safety – managing online information, privacy and security, copyright
	Teach Computing – Programming A - Selection in physical computing – Crumbles (linked to DT)		Teach Computing – Scratch Programming B – Selection in Quizzes
	Teach Computing - Computer systems and networks – systems and searching	Teach Computing – Creating Media - Video Editing Data and Information – Spreadsheets	
Year 6 *Input and Outputs*	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, safer internet day, online reputation	E-Safety – managing online information, privacy and security, copyright
	Teach Computing – Programming A – Variables in Games Scratch – create a maze and a quiz		Code.org Course F
	Teach Computing - Computing Systems and Networks – Communication and collaboration	Teach Computing – Creating Media – Web Page Creation	