Abbey Academies Computing Whole School Overview

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, online reputation	E-Safety – managing online information, privacy and security, copyright
	Computational Thinking Skills activities throughout the year See separate doc for EYFS coverage		
	Barefoot – Busy Bodies Barefoot – Awesome Autumn (Seasons)	Explicit – naming parts of computers Barefoot – Springtime (Seasons)	Technology all around us (Unplugged) Barefoot – Boats Ahoy
Year 1	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, online reputation	E-Safety – managing online information, privacy and security, copyright
		Programming A – moving a robot	Programming B – Programming Animations
	Computing systems and networks – Technology around us Creating Media - Digital painting		Creating Media – Digital writing
Year 2	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, online reputation	E-Safety – managing online information, privacy and security, copyright
		Programming A – robot algorithms	Programme B – An introduction to quizzes
	Computing systems and networks – IT around us Creating Media – Digital photography	Creating Media - Digital Music	
Year 3 *Sequence*	E-Safety – self-image and identity, health well-being and lifestyle, online bullying	E-Safety – online relationships, online reputation	E-Safety – managing online information, privacy and security, copyright
	Programming A – sequencing sounds		Programming B – Events and Actions in Programs
	Computing systems and networks- connecting computers	Creating Media – Stop Frame Animation Creating Media – Desktop Publishing	
Year 4 *Repetition*	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, online reputation	E-Safety – managing online information, privacy and security, copyright
		Programming A – Repetition in Shapes	Programming B – Repetition in Games
	Computer systems and network – The Internet Creating Media – Audio Production	Data and Information – branching databases	Creating Media – Photo Editing
Year 5 *Selection*	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, online reputation	E-Safety – managing online information, privacy and security, copyright
	Programming A - Selection in physical computing – Crumbles (linked to DT)		Scratch Programming B – Selection in Quizzes
	Computer systems and networks – systems and searching	Creating Media - Video Production Data and Information – Flat-File Databases	
Year 6 *Variables*	E-Safety – self-image and identity, health well-being and lifestyle	E-Safety – online relationships, online reputation	E-Safety – managing online information, privacy and security, copyright
	Programming A – Variables in Games		
	Computing Systems and Networks – Communication and collaboration	Creating Media – 3D Modelling	Creating Media - Web Page Creation Data and Information – Introduction to Spreadsheets

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