Menston Primary School Computing Long-Term Overview 2023-24

	EYFS*	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn Term 1	**What is Technology?** Technology hunt around school.	**Computing Systems and Networks** ***Technology Around Us*** • Technology in our classroom • Using technology • Developing mouse skills • Using a computer keyboard • Developing keyboard skills • Using a computer responsibly Technology Around Us - Lesson Plans	**Computing Systems and Networks** ***IT Around Us*** • What is IT? • IT in school • IT in the world • The benefits of IT • Using IT safely • Using IT in different ways IT Around Us - Lesson Plans	**Computing Systems and Networks** ***Connecting Computers*** • How does a digital device work? • What parts make up a digital device? • How do digital devices help us? • How am I connected? • How are computers connected? • What does our school network look like? Connecting Computers - Lesson Plans	**Computing Systems and Networks** ***The Internet*** • Connecting networks • What is the internet made of? • Sharing information • What is a website? • Who owns the web? • Can I believe what I read? The Internet - Lesson Plans	**Computing Systems and Networks** ***Sharing Information*** • Systems • Computer systems and us • Searching the web • Selecting search results • How search results are ranked • How are searches influenced? Sharing Information - Lesson Plans	**Computing Systems and Networks** ***Communication*** • Internet addresses • Data packets • Working together • Shared working • How we communicate • Communicating responsibly Communication - Lesson Plans
Autumn Term 2	**Playing games on the interactive whiteboard**	**Creating Media** ***Digital Painting*** • How can we paint using computers? • Using shapes and lines • Making careful choices	**Creating Media** ***Digital Photography*** • Taking photographs • Landscape or portrait? • What makes a good photograph? • Lighting	**Creating Media** ***Animation*** • Can a picture move? • Frame by frame • What's the story? • Picture perfect • Evaluate and make it great! • Lights, camera, action!	**Creating Media** ***Audio Editing*** • Digital recording • Recording sounds • Creating a podcast • Editing digital recordings • Combining audio • Evaluating podcasts	**Creating Media** ***Vector Drawing*** • The drawing tools • Creating images • Making effective drawings • Layers and objects • Manipulating objects • Creating a vector drawing	**Creating Media** ***3D Modelling*** • Introduction to 3D modelling • Modifying 3D objects • Make your own name badge • Making a desk tidy • Planning a 3D model

		• Why did I choose that? • Painting all by myself • Comparing computer art and painting Digital Painting - Lesson Plans	• Effects • Is it real? Digital Photography - Lesson Plans	Animation - Lesson Plans	Audio Editing - Lesson Plans	Vector Drawing - Lesson Plans	• Make your own 3D model 3D Modelling - Lesson Plans

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Spring Term 1	**E-Safety**	**Creating Media** *Digital Writing* • Exploring the keyboard • Adding and removing text • Exploring the toolbar • Making changes to text • Explaining my choices • Pencil or keyboard Digital Writing - Lesson Plans	**Creating Media** *Making Music* • How music makes us feel • Rhythms and patterns • How music can be used • Notes and tempo • Creating digital music • Reviewing and editing music Making Music - Lesson Plans	**Creating Media** *Desktop Publishing* • Words and pictures • Can you edit it? • Great template! • Can you add content? • Lay it out • Why desktop publishing? Desktop Publishing - Lesson Plans	**Creating Media** *Photo Editing* • Changing digital images • Changing the composition of images • Changing images for different uses • Retouching images • Fake images • Making and evaluating a publication Photo Editing - Lesson Plans	**Creating Media** *Video Editing* • What is a video? • Filming techniques • Using a storyboard • Planning a video • Importing and editing video • Video evaluation Video Editing - Lesson Plans	**Creating Media** *Web Page Creation* • What makes a good website? • How would you layout your web page? • Copyright or copyWRONG? • How does it look? • Follow the breadcrumbs • Think before you link! Web Page Creation - Lesson Plans
Spring Term 2	**Searching for information on the internet.**	**Data and Information** *Grouping Data* • Label and match • Group and count • Describe an object	**Data and Information** *Pictograms* • Counting and comparing • Enter the data • Creating pictograms • What is an attribute?	**Data and Information** *Branching Databases* • Yes or no questions • Making groups • Creating a branching database • Structuring a branching database • Using a branching database	**Data and Information** *Data Logging* • Answering questions • Data collection • Logging • Analysing data • Data for answers • Answering my questions Data Logging - Lesson Plans	**Data and Information** *Flat-File Databases* • Creating a paper-based database • Computer databases • Using a database • Using search tools • Comparing data visually • Databases in real life	**Data and Information** *Spreadsheets* • What is a spreadsheet? • Modifying spreadsheets • What's the formula? • Calculate and duplicate • Event planning • Presenting data

		• Making different groups • Comparing groups • Answering questions Grouping Data - Lesson Plans	• Comparing people • Presenting information Pictograms - Lesson Plans	• Two ways of presenting information Branching Databases - Lesson Plans		Flat-File Databases - Lesson Plans	Spreadsheets - Lesson Plans

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Summer Term 1	**Using the iPad to draw and take photos**	**Programming A** *Moving a Robot* • Buttons • Directions • Forwards and backwards • Four directions • Getting there • Routes Moving a Robot - Lesson Plans	**Programming A** *Robot Algorithms* • Giving instructions • Same but different • Making predictions • Mats and routes • Algorithm design • Debugging Robot Algorithms - Lesson Plans	**Programming A** *Sequence in Music* • Introduction to Scratch • Programming sprites • Sequences • Ordering commands • Looking good • Making an instrument Sequence in Music - Lesson Plans	**Programming A** *Repetition in Shapes* • Programming a screen turtle • Programming letters • Patterns and repeats • Using loops to create shapes • Breaking things down • Creating a program Repetition in Shapes - Lesson Plans	**Programming A** *Selection in Physical Computing* • Connecting devices • Combining output components • Controlling with conditions • Starting with selection • Drawing designs • Writing and testing algorithms Selection in Physical Computing - Lesson Plans	**Programming A** *Variables in Games* • Introducing variables • Variables in programming • Improving a game • Designing a game • Design to code • Improving and sharing Variables in Games - Lesson Plans
Summer Term 2	**Using a Beebot**	**Programming B** *Introduction to Animation* • Comparing tools • Joining blocks • Making a change • Adding sprites • Project design • Following my design Introduction to Animation - Lesson Plans	**Programming B** *An Introduction to Quizzes* • ScratchJr recap • Outcomes • Using a design • Changing a design • Designing and creating a program • Evaluating An Introduction to Quizzes - Lesson Plans	**Programming B** *Events and Actions* • Moving a Sprite • Maze movement • Drawing lines • Adding features • Debugging movement • Making a project Events and Actions - Lesson Plans	**Programming B** *Repetition in Games* • Using loops to create shapes • Different loops • Animate your name • Modifying a game • Designing a game • Creating our games	**Programming B** *Selection in Quizzes* • Exploring conditions • Selecting outcomes • Asking questions • Planning a quiz • Testing a quiz • Evaluating a quiz Selection in Quizzes - Lesson Plans	**Programming B** *Sensing* • The micro:bit • Go with the flow • Sensing inputs • Finding your way • Designing a step counter • Making a step counter Sensing - Lesson Plans

					[Repetition in Games - Lesson Plans](#)		

*There is no specific computing element in the new EYFS curriculum.