Menston Primary School Computing Long-Term Overview



	Y1	Y2	Y3	Y4	Y5	Y6
Autumn 1	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	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	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?	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? E-Safety:	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? E-Safety: Self-Image and Identity	Computing Systems and Networks Communication Internet addresses Data packets Working together Shared working How we communicate
	 Self-image and identity 	E-Safety: ■ Self-image and identity	E-Safety: ◆ Online reputation	Managing Online Information		E-Safety: ● Health Well-being and Lifestyle
Autumn 2	Creating Media Digital Painting How can we paint using computers? Using shapes and lines Making careful choices Why did I choose that? Painting all by myself Comparing computer art and painting	Creating Media Digital Photography Taking photographs Landscape or portrait? What makes a good photograph? Lighting Effects Is it real?	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 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!
	E-Safety: Online reputation	E-Safety: Online Reputation	E-Safety: Copyright and ownership	E-Safety: • Copyright and ownership	E-Safety: Online Reputation	E-Safety:

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		Y1	Y2	Y3	Y4	Y5	Y6
Spring 1	• Di • Fc • Fc • Go • Ro	Getting there Routes	Project Evolve Managing Online Information 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 E-Safety: Managing Online Information	Creating Media Desktop Publishing Words and pictures Can you edit it? Great template! Can you add content? Lay it out Why desktop publishing? E-Safety: Self image and identify Online bullying (Safer Internet Day) Online relationships (Safer Internet Day)	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 E-Safety: Online reputation	Creating Media Video Editing What is a video? Filming techniques Using a storyboard Planning a video Importing and editing video need help with this one! Video evaluation E-Safety: Copyright and Ownership Online Bullying (Safer Internet Day) Online Relationships (Safer Internet Day)	Creating Media 3D Modelling Introduction to 3D modelling Modifying 3D objects Make your own name badge (3 lessons into 2) Making a desk tidy Planning a 3D model Make your own 3D model E-Safety: Privacy and Security
Spring 2	• La • Gi • Do • M • Co • Ai		Project Evolve Privacy and Security Data and Information Pictograms Counting and comparing Enter the data Creating pictograms What is an attribute? Comparing people Presenting information	Data and Information Branching Databases Yes or no questions Making groups Creating a branching database Structuring a branching database Using a branching database Two ways of presenting information	Data and Information Data Logging Answering questions Data collection Logging Analysing data Data for answers Answering my questions E-Safety:	Data and Information Flat-File Databases Creating a paper-based database Computer databases Using a database Using search tools Databases in real life	Programming A Variables in Games Introducing variables Variables in programming Improving a game Designing a game Design to code Improving and sharing
	E-Safe	• Managing online information	E-Safety: • Privacy and Security	Privacy and security	Privacy and security	Managing Online Information	E-Safety: ■ Managing online information

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	Y1	Y2	Y3	Y4	Y5	Y6
Summer 1	Creating Media Digital Writing Exploring the keyboard Adding and removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard	Programming A Robot Algorithms Giving instructions Same but different Making predictions Mats and routes Algorithm design Debugging	Programming A Sequence in Music Introduction to Scratch Programming sprites Sequences Ordering commands Looking good Making an instrument E-Safety:	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	Programming A Selection in Physical Computing Connecting devices Combining output components Controlling with conditions Starting with selection Drawing designs Writing and testing algorithms	Data and Information Spreadsheets What is a spreadsheet? Modifying spreadsheets What's the formula? Calculate and duplicate Event planning Presenting data
	E-Safety: ● Privacy and security	E-Safety: • Health, Wellbeing and Lifestyle	Managing online information	E-Safety:Self-image and identity	E-Safety: ● Privacy and security	E-Safety:Self-image and identity
Summer 2	Programming B Introduction to Animation Comparing tools Joining blocks Making a change Adding sprites Project design Following my design	Programming B An Introduction to Quizzes ScratchJr recap Outcomes Using a design Changing a design Designing and creating a program Evaluating	Programming B Events and Actions Moving a Sprite Maze movement Drawing lines Adding features Debugging movement Making a project	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	Programming B Sensing The micro:bit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter
	E-Safety:	E-Safety: • Copyright and Ownership	E-Safety: • Health, wellbeing and lifestyle	E-Safety: • Health, wellbeing and lifestyle	E-Safety: • Health, Wellbeing and Lifestyle	E-Safety: • Online reputation