St. Margaret's Anfield Church of England Primary School

Computing Planning Overview

With God, all things are possible

	Autumn Term	Spring Term	Summer Term
Year 1	1.1: Basic computer skills 1.2: Presenting information	1.3: Data collection 1.4: Unplugged algorithms	1.5: Using physical devices 1.6: Data games creation
Year 2	2.1: Staying safe online 2.2: Basic computer skills	2.3: Graphs 2.4: Programming	2.5: Programming, coding and robotics 2.6: Exploring simulations
Year 3	3.1: Digital citizenship 3.2: Multimedia	3.3: Databases 3.4: Logo	3.5: Coding with Scratch 3.6: Producing digital media
Year 4	4.1: Digital citizenship 4.2: Investigation QR codes	4.3: Branching Databases 4.4: Repetition and forever loops	4.5: Scratch 4.6: Stop motion animation
Year 5	5.1: Online safety and computer networks 5.2: Create music using computer code.	5.3: Introduction to Spreadsheets 5.4: 3d Modelling using Sketchup	5.5: Creating a programmable world using Kodu 5.6: Creating a podcast
Year 6	6.1: Understanding computer networks 6.2: Movie creation	6.3: Advanced Spreadsheets 6.4: Creating a programmable world using Kodu	6.5: HTML and website creation 6.6: Learn how to plan and compose music