Computing Units Overview 2023-2024

	Autumn		Spring		Summer	
EYFS *Computational Thinking*: *Unplugged approach*	Pattern: : Grouping and naming - Using the classroom environment eg through Shadow labels (link Mathematics)	Abstraction: Retelling events using prompts (link Geography - Autumn walk)	Tinkering: What do we do to make things move (link: Science) Digital photography: Using Ipads to capture images (link Writing) Persevering: noticing when we do not give up (link PSED) Decomposition: Breaking things down into simple steps (link DT) Making: Making things, checking and fixing things (link DT)	Collaboration: Working together (link PSED) Algorithms: Sequencing and pattern, working out new ways to do things (link Maths)	Abstraction: Creating maps (link Geography) Decomposition: Breaking things down into simple steps - Bee Bots (link Geography) Making: Constructing buildings (link Science)	Logic: Anticipating and explaining (Link: Reading) Making: Making things, checking and fixing things (link DT)
Year 1	1.1 Technology around us	1.2 creating media: digital painting	1.3 Programming: moving a robot	1.4 Data and Information: grouping data	1.5 Programming: animations	1.6 Digital Writing
Year 2	2.1 IT all around us and typing skills	2.2 Creating media: digital photography	2.3 Data and Information: pictograms	2.4 Programming: Robot Algorithm	2.5 Programming: quizzes	2.6 Creating media: Intro to animation (check this - do they need to repeat it in Y2 as unit is in Y1 so they're secure?)
Year 3 *Typing Skills*	3.1 Digital devices and networks - connecting computers	3.2 Creating media: desktop publishing	3.3 Programming: sequencing music (Scratch)	3.4 Programming: Events and Actions	3.5 Physical Computing Micro:bits (block based coding only - not python)	3.6 Data and Information: Branching Databases
Year 4	4.1 All about the Internet	4.2 Creating media: Photo editing	4.3 Programming: Repetition in shapes	4.4 Creating Media: Stop animation	4.5 Data and Information: data logging	4.6 Programming: Repetition in games

Typing Skills			(Logo)			(Scratch)
Year 5 *Typing Club*	5.1 Systems and Searching	5.2 Creating Media: we are web designers	5.3 Programming A: Selection in physical computing	5.4 Data and Information: Data and information – flat-file databases	5.5 Programming B: Selection in quizzes	5.6 Creating media: introduction to vector graphics
Year 6 *Typing Club*	6.1 Communication and Collaboration	6.2 Creating media:- video and audio editing	6.3 HTML and CSS	6.4 3D Modelling:Trinket	6.5 Data and information - Introduction to Spreadsheets	6.6 Programming: Python Physical Computing Micro:bits (block based **and** text-based coding)