



Staveley CE Primary School Long Term Curriculum Overview

Colour coding:

Online Safety (also taught/covered in PSHE) - Computer Systems - Creating Media – Programming – Data and Information

Each of these colours cover specific objectives in the National Curriculum

Computing – based on the Teach Computing Curriculum						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Understanding the World (Technology) <ul style="list-style-type: none"> Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. Understand that you may have to put your name/password into the device to retrieve your own files Understand that you can connect with others via a device Experience digital devices with an input/output. Change the output of a device/toy by altering the input 			<ul style="list-style-type: none"> Experience research via whole class activities Know that information and a range of services can be found online Use the keyboard to enter own name and print document Use the keyboard and mouse to move a character around a game Experience recording own voice and hearing the playback Experience videos of self and ability to re-watch <p>All of these are ideas which would help coverage for EYFS in preparation for KS1</p>		
Year 1 & 2 (Cycle A)	Online Safety Technology around us (Y1) (paintz.app, keyboard and mouse)	Online Safety Information technology around us (Y2) (PowerPoint)	Online Safety Digital painting (Y1) (Microsoft Paint or similar)	Online Safety Digital photography (Y2) (iPads – use the editing tools on Photos app)	Online Safety Moving a robot (Y1) (BeeBots)	Online Safety Robot Algorithms (Y2) (BeeBots)
Year 1 & 2 (Cycle B)	Online Safety Programming animations (Y1) (iPad - Scratch Jnr app)	Online Safety Programming quizzes (Y2) (iPad - Scratch Jnr app)	Online Safety Digital writing (Y1) (Microsoft Word)	Online Safety Making Music (Y2) (Chrome Music Lab)	Online Safety Grouping data (Y1) (laptops)	Online Safety Pictograms (Y2) (j2data pictograms)

Year 3 & 4 (Cycle A)	<p>Online Safety</p> <p>Connecting computers (Y3) (painting program)</p>	<p>Online Safety</p> <p>The Internet (Y4) (various websites) LEGO Spike LKS2 unit – Happy Traveller</p>	<p>Online Safety</p> <p>Desktop publishing (Y3) (Canva.com)</p>	<p>Online Safety</p> <p>Photo editing (Y4) (laptops, paint.net)</p>	<p>Online Safety</p> <p>Sequencing sounds (Y3) (Scratch)</p>	<p>Online Safety</p> <p>Repetition in shapes (Y4) (LOGO, Turtle Academy)</p>
Year 3 & 4 (Cycle B)	<p>Online Safety</p> <p>Events and actions in programs (Y3) (Scratch)</p>	<p>Online Safety</p> <p>Repetition in games (Y4) (Scratch) LEGO Spike LKS2 unit – Crazy Carnival Games</p>	<p>Online Safety</p> <p>Stop frame animation (Y3) (iMotion)</p>	<p>Online Safety</p> <p>Audio editing (Y4) (laptops, Audacity)</p>	<p>Online Safety</p> <p>Branching databases (Y3) (j2data Branch)</p>	<p>Online Safety</p> <p>Data logging (Y4) (Microbits)</p>
Year 5 & 6 (Cycle A)	<p>Online Safety</p> <p>Sharing information (Y5) (Microsoft Office 365 or Google Slides)</p>	<p>Online Safety</p> <p>Internet Communication (Y6) (Microsoft Office 365 or Google Slides)</p>	<p>Online Safety</p> <p>Video Editing (Y5) (iMovie)</p>	<p>Online Safety</p> <p>Webpage creation (Y6) (Google Sites or Microsoft Sway)</p>	<p>Online Safety</p> <p>Selection in physical computing (Y5) (Scratch)</p>	<p>Online Safety</p> <p>Variables in games (Y6) (Scratch) LEGO Spike UKS2 unit – Science Connections</p>
Year 5 & 6 (Cycle B)	<p>Online Safety</p> <p>Selection in quizzes (Y6) (Scratch)</p>	<p>Online Safety</p> <p>Sensing (Y6) (Scratch) LEGO Spike UKS2 unit – Science We Cannot See</p>	<p>Online Safety</p> <p>Vector drawing (Y5) (Google drawing or Microsoft Publisher)</p>	<p>Online Safety</p> <p>3D modelling (Y6) (Tinkercad)</p>	<p>Online Safety</p> <p>Flat file databases (Y5) (j2data Database)</p>	<p>Online Safety</p> <p>Introduction to spreadsheets (Y6) (Microsoft Office Excel)</p>