



Computing Overview at King's Academy Binfield and King's Academy Oakwood

Year Group	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p> EYFS Technology All Around Us (role play area with a range of technology, both functioning and model / broken devices, or a variety of electronic toys, such as remote controlled cars, walkie-talkies and interactive pets, as part of continuous provision.) Selecting and use technology for a particular purpose (e.g. digital camera for photographing own work) Beebots and early computer programming, Dance mat typing (fine motor keyboard and mouse skills), Voice recorders/sound buttons Online books (Collins Big Cat/ORT), Purple Mash (embedding computing and digital skills), Online Safety </p>						
Year 1	Programming A – moving a robot	Computing Systems and Networks – Technology around us	Digital Painting	Digital writing	Data and Information and Grouping Data	Programming B – Introduction to animation
	Online Safety					
Year 2	Computing systems and networks - Information technology around us	Creating Media - Digital photography	Programming A- robot algorithms	Data and information - pictograms	Creating Media - making music	Programming B - Introduction to Quizzes
	Online Safety					
Year 3	Computer Systems and Networks - Connecting Computers	Creating Media - Animation	Programming A - Sequences in Music	Data and Information - Branching Databases	Creating Media - Desktop Publishing	Programming B - Events and Actions
	Online Safety					
Year 4	Computing Systems and Networks - The Internet	Creating Media - Audio Editing	Programming A - Repetition in Shapes	Data and Information - Data Logging	Creating Media - Photo Editing	Programming B - Repetition in Games
	Online Safety					
Year 5	Computing Systems and Networks - The Internet	Creating Media - Video Editing	Programming A - Selection in Physical Computing	Flat File Databases	Creating Media - Vector Drawing	Programming B - Selection in Quizzes
	Online Safety					
Year 6	Computer Systems & Networks - Communication	Creating Media - Web page creation	Programming A - Variables in a game	Data & Information - Spreadsheets	Creating Media - 3D Modelling	Programming B - Sensing
	Online Safety					