



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

EYFS	During their time in Reception and Nursery children will be learning to; Identify technology in their day-to-day life, Pick technology for different tasks, Make recording and take photographs, Familiarise themselves with simple computer programs					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Programming – Making a robot move	Computing systems – Technology around us	Digital Painting	Data and Information – Grouping data	Programming – Intro to animation	Digital Writing
	E-Safety – Self-image and identity	E-Safety – Online Relationships	E-Safety – Online Reputation	E-Safety – Managing information	E-Safety – Ownership	E-Safety – Privacy and Security
Year 2	Computing systems – Technology around us	Creating Media – Digital photography	Programming – Algorithms	Data and information – Pictograms	Creating Media – Making Music	Programming – Intro to quizzes
	E-Safety – Self-image and identity	E-Safety – Online Relationships	E-Safety – Online Reputation	E-Safety – Managing information	E-Safety – Health and Wellbeing	E-Safety – Privacy and Security
Year 3	Computing systems – Connecting Computers	Creating Media – Animation	Data and information – Branching Databases	Programming – Sequence in Music	Creating Media – Desktop Publishing	Programming – Events and actions
	E-Safety – Self-image and identity	E-Safety – Online Relationships	E-Safety – Online Reputation	E-Safety – Managing information	E-Safety – Health and Wellbeing	E-Safety – Privacy and Security
Year 4	Computing systems – The internet	Creating Media – Audio editing	Programming – Repetition in shapes	Data and information – Data Logging	Creating Media – Photo Editing	Programming – Repetition in Games
	E-Safety – Self-image and identity	E-Safety – Online Relationships	E-Safety – Online Reputation	E-Safety – Online Bullying	E-Safety – Managing Behaviour	E-Safety – Privacy and Security
Year 5	Computing systems – The internet	Creating Media – Video editing	Programming – Selection in computing	Data and information – Flat file Databases	Creating Media – Vector drawing	Programming – Selection in Quizzes
	E-Safety – Self-image and identity	E-Safety – Online Relationships	E-Safety – Online Bullying	E-Safety – Managing information	E-Safety – Health and Wellbeing	E-Safety – Privacy and Security
Year 6	Computing systems – Communication	Creating Media – Web pages	Programming – Variables in games	Data and information – Spreadsheets	Creating Media – 3D modelling	Programming – Sensing
	E-Safety – Self-image and identity	E-Safety – Online Relationships	E-Safety – Online Reputation	E-Safety – Managing information	E-Safety – Health and Wellbeing	E-Safety – Privacy and Security