



St Bernadette's Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	At St Bernadette's, our Early Years Computing curriculum is delivered through playful exploration, encouraging children to develop curiosity about technology while building key computing skills such as problem-solving, logical thinking, creativity, and digital exploration through hands-on experiences, whilst developing their awareness of online safety.					
EYFS	Online Safety Project Evolve: Digital Literacy Strand: Self-image and identity (1 objective)	Online Safety Project Evolve: Digital Literacy Strand: Online relationships (2 objs)	Online Safety Project Evolve: Digital Literacy Strand: Online reputation (1 obj)	Online Safety Project Evolve: Digital Literacy Strand: Online bullying (2 obj)	Online Safety Project Evolve: Digital Literacy Strand: Managing online information (2 obj)	Online Safety Project Evolve: Digital Literacy Strand: Health, well-being and lifestyle (2 obj) Project Evolve: Digital Literacy Strand: Privacy and security (2 obj) Project Evolve: Digital Literacy Strand: Copyright and ownership (2 obj)
N	Technology around us 1. Technology hunt (around Nursery – what do we use – What do we use at home?) Teacher to label in Book (Creator app) Digital Tools 1. JITS (digital art – CT to choose most appropriate linked to topic) Use programme to create patterns with autumn colours-linked maths SSM, art		Barefoot Computing Unplugged Playing with Lego/Duplo 1. Lego Building (Link to Six Bricks – Following Instructions & then give a partner an instruction.)			
R	Systems- Technology around us 1. Technology hunt (photos of tech used in school and labelled in Book Creator app) 2. Use a computer (laptops with support available) Data		Creative- Music Creation iLearn 2 early music creation (5 interactive activities)		Programming Getting Ready for Programming- Human Robots	

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	2. JIT5 (simple pictograms / word processing / digital art - CT to choose most appropriate linked to topic)					
Year 1	Online Safety Self-image and identity Online relationships	Online Safety Online reputation	Online Safety Online bullying	Online Safety Managing online information	Online Safety Health, Well-being and lifestyle	Online Safety Privacy and security Copyright and ownership
	Connecting systems and networks 1.1 Technology around us Recognising technology in school and using it responsibly	Creating Media 1.5 Digital writing Using a computer to create and format text, before comparing to writing non-digitally. (J2e write , Wordpad, Seesaw note tool)	Programming Block A 1.3 Moving a robot Identifying what each floor robot command does and using that knowledge to start predicting the outcome of programs (BeeBots or alternative)		Data and information 1.4 Grouping data Introduction to information and data by labelling and sorting objects into groups.	
Year 2	Online Safety Self-image and identity Online relationships	Online Safety Online reputation	Online Safety Online bullying	Online Safety Managing online information	Online Safety Health, Well-being and lifestyle	Online Safety Privacy and security Copyright and ownership
	Connecting systems and networks 2.1 Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Creating Media 2.2 Digital Music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. (Chrome Music Lab)	Programming Block B Programming quizzes Using and modifying designs to create quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code (Scratch Jnr) * Link to download laptop version		Data and information 2.4 Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer. (j2data pictogram)	

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Year 3	Online Safety Self-image and identity Online relationships	Online Safety Online reputation	Online Safety Online bullying	Online Safety Managing online information	Online Safety Health, Well-being and lifestyle	Online Safety Privacy and security Copyright and ownership
	Connecting systems and networks 3.1 Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks (Painting program eg. paintz.app)	Creating Media 3.5 Desktop Publishing Creating documents by modifying text, images, and page layouts for a specified purpose. (Canva.com) <i>*any word processing software could be used e.g. Publisher, Word, Google Slides, Google Docs)</i>	Programming Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions. (Scratch)		Data and information 3.4 Branching databases Building and using branching databases to group objects using yes/no questions. (j2data Branch)	
Year 4	Online Safety Self-image and identity Online relationships	Online Safety Online reputation	Online Safety Privacy and security Copyright and ownership	Online Safety Managing online information	Online Safety Health, Well-being and lifestyle	Online Safety Privacy and security Copyright and ownership

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	Connecting systems and networks 4.1 The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. (Various websites)	Creating Media 4.2 Audio Production Capturing and editing audio to produce a podcast, ensuring that copyright is considered. (Laptops-Audacity) <i>*will need to be installed</i>	Programming Block A Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. (Turtle academy)		Data and information 4.4 Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation. (Data loggers or can use Micro:Bits)	
Year 5	Online Safety Self-image and identity Online relationships	Online Safety Online reputation	Online Safety Online bullying	Online Safety Managing online information	Online Safety Health, Well-being and lifestyle	Online Safety Privacy and security Copyright and ownership
	Connecting systems and networks 5.1 Systems and searching Recognising IT systems in the world and how some can enable searching on the internet. (Google Slides)	Creating Media 5.2 Video Production Planning, capturing, and editing video to produce a short film. (Camera app plus iMovie iPad app or Canva or Movie Maker laptop download for editing)	Programming Block A Selection in physical computing Exploring conditions and selection using a programmable microcontroller. (Crumble controllers – can loan kit from Computing Hub)		Data and information 5.4 Flat file databases Using a database to order data and create charts to answer questions. (j2data Database)	
Year 6	Online Safety Self-image and identity Online relationships	Online Safety Online reputation	Online Safety Online bullying	Online Safety Managing online information	Online Safety Health, Well-being and lifestyle	Online Safety Privacy and security Copyright and ownership

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	Connecting systems and networks 6.1 Communication and collaboration Exploring how data is transferred by working collaboratively online. (Google Slides)	Creating Media 6.2 Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. (Google sites)	Programming Block A Variables in games Exploring variables when designing and coding a game. (Scratch)	Data and information 6.4 Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data. (Google sheets/Excel)