



Computing

Overview of Subject EYFS – Y6

EYFS

Early Learning Goal

Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Cycle 1

Key Stage 1

Getting Started	Programming: Beebots	Algorithms Unplugged	Digital Imagery	Introduction to Data	Rocket to the Moon – Keyboard skills, sequencing and debugging in a rocket project
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Lower Key Stage 2

Emailing	Journey Inside a Computer	Top Trumps Databases	Digital Literacy	Programming: Scratch	Networks
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Upper Key Stage 2

Online Safety	Micro:bit	Search Engines	Sonic Pi	Mars Rover 1 – Data transfer and binary code	Mars Rover 2 – 3D design skills
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Cycle 2

Key Stage 1

What is a Computer?	Word Processing	Programming: Scratch Jr	Algorithms and Debugging	International Space Station – Data collection display and interpretation	Stop Motion
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Lower Key Stage 2

Collaborative Learning – Google documents, slides, form and sheet	How the Internet Works	Website Design	HTML	Investigating Weather	Computational Thinking
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Upper Key Stage 2

Bletchley Park	Intro to Python	Big Data 1	Big Data 2	Skills Showcase
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Abram Bryn Gates