Ancaster Church of England Primary School



Computing Subject Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS -	Uses of technology	Uses of technology	Programming	Uses of technology	Uses of technology	Uses of technology
Class England	Identifying technology within the classroom	Identifying technology within the classroom and the environment	Unplugged – following instructions	Identifying technology within the classroom and home	Creating videos with sound	Typing and keyboard skills
Year 1-	Programming	Uses of	Programming	Using Information	Programming	Using Information
Class France	(Unplugged)	Information	(Concrete)	Technology	(Abstract)	Technology
	Exploring algorithms in a relatable way and being introduced to key vocabulary	Technology Recognise common uses of information technology within school	Reinforcing concepts taught in the "Unplugged" unit of work using the same vocabulary and visual coding	Software -Creating Media Use a paint software program to create a digital picture	Introduce plugged activities using apps and website using vocabulary and visual coding already taught	Software – Exploring and Evaluating Applications Explore different applications and learn that different applications can achieve different products
Year 2-	Programming	Uses of	Programming	Using Information	Programming	Using Information
Class Morocco	(Unplugged)	Information	(Concrete)	Technology	(Abstract)	Technology
	Exploring algorithms in a relatable way and being introduced to key vocabulary	Technology (NCCE Unit) To recognise how technology is used outside of school	Reinforcing concepts taught in the "Unplugged" unit of work using the same vocabulary and visual coding	Software -Creating Media Use devices to take photographs, and learn that photographs can be edited, retaken and shared	Introduce plugged activities using apps and website using vocabulary and visual coding already taught	Software - Recording data on pictograms Record data into a software program, and learn how data can be represented in graphs
Year 3-	Programming	Using Information	Programming	Uses of	Programming	Using Information
Class China	(Unplugged)	Technology –	(Concrete)	Information	(Abstract)	Technology –
	Exploring algorithms in a relatable way and	Creating Media	Reinforcing concepts taught in the "Unplugged" unit of	Technology –	Introduce plugged activities using apps and website using	Creating Stop Start Animation

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	being introduced to key	(Desktop	work using the same	Connecting	vocabulary and visual	Create an animation
	vocabulary	Publishing)	vocabulary and visual	Computers	coding already taught	using a "Stop Start"
		Learn about the	coding	Learn how to search		application
		features of Desktop		safely on the Internet,		
		Publisher		and how searches are		
				made		
Year 4-	Programming	Using Information	Programming	Searching by using	Programming	Using Information
Class Chile	(Unplugged)	Technology – Using	(Concrete)	Information	(Abstract)	Technology to
	Exploring algorithms in	Microsoft Word	Reinforcing concepts	Technology	Introduce plugged	Create Media –
	a relatable way and	Learn about the	taught in the	Understand how results	activities using apps	editing photos
	being introduced to key	features of Microsoft	"Unplugged" unit of	from search engines	and website using	Learn how to edit
	vocabulary	Word	work using the same	are selected and	vocabulary and visual	photos using a
			vocabulary and visual	ranked	coding already taught	software program
			coding	Learn that the internet		Software program
				is a large network		
				which helps us to		
				connect with each		
				other		
Year 5-	Programming	Searching by Using	Using Information	Uses of	Programming	Using Information
Class India	(Unplugged)	Information	Technology – Using	Information	(Abstract)	Technology
	Exploring algorithms in	Technology	software to create	Technology –	Introduce plugged	Software –Creating
	a relatable way and	Understand that	drawings	Sharing	activities using apps	Videos
	being introduced to key	websites can be	Create vector drawings	Information	and website using	Plan and create their
	vocabulary	manipulated and	by combining shapes	Learn that each	vocabulary and visual	own video using a
		changed, and how to	using a software	computer has a unique	coding already taught	software program
		spot credible websites	program	I.P. address, and how		
			program.	we can use the Internet		
				to communicate		
				to communicate		
Year 6-	Programming	Using Information	Using Information	Programming	Uses of	Using Information
Class USA	(Unplugged)	Technology –	Technology	(Abstract)	Information	Technology to
	Exploring algorithms in	databases	Use features of	Introduce plugged	Technology –	create a website
	a relatable way and	Create a database and	Microsoft Word to	activities using apps		Si cate a website
		explain the difference	create a piece of work	and website using	Communicating	
		explain the difference	c. cate a piece of work	and treasite daing		

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being introduced to key vocabulary	between data and information, and how data can be attributed	vocabulary and visual coding already taught	through the Internet Learn how to communicate through the Internet through wireless technology and how search	Use "Google Sites" to create their own web page
			engines function	