

WHPS Primary School – Computing Overview

EYFS	Communication and Language	Expressive Arts	Literacy	Maths	PSHE	Understanding of the World	Physical Development	
	<ul style="list-style-type: none"> • 2Paint a picture tools and create • 2Create a story • Mashcams • 2Beat • 2Explore • 2Design and make 	<ul style="list-style-type: none"> • 2Paint a picture • 2Paint a projects • 2Create a story • Mashcams • 2Beat • 2Explore • 2Design and make 	<ul style="list-style-type: none"> • Mashcams • 2Create a story • Alphabet slideshows • 2Email/2Respon d • Talking Stories • 2Connect • 2Publish 	<ul style="list-style-type: none"> • Maths City 1 • A-fish-metic • Number paint projects • 2Count • 2Quiz 	<ul style="list-style-type: none"> • 2Beat • 2Explore • Mashcams 	<ul style="list-style-type: none"> • PINS All about Me 	<ul style="list-style-type: none"> • Beebots 	<p>Note: This is only how Purple Mash can support learning – there are lots of other types of technology that can be used/ provided eg phones in role play, electronic toys, cars etc</p>
Topics	Autumn 1	Autumn 2		Spring 1	Spring 2		Summer 1	Summer 2
Nursery	Stories and Rhymes			Where the Wild Things Are	Food and Festivals		Splash	
Reception	Me and My Little World	Night Time Stories		On the Move		Food Glorious Food	Once Upon a Time	In Our Magical Garden

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		Earth and Space	We are Builders	Heroes	Our Secret Garden	Carnival of animals	Travellers
		<ul style="list-style-type: none"> E-safety lesson Unit 1.1 Online Safety and exploring Purple Mash (4 weeks) Unit 1.2 Grouping and Sorting (2 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 1.3 Pictograms (3 lessons) Unit 1.4 Lego Builders (3 lessons) 	<ul style="list-style-type: none"> E-safety lesson Unit 1.5 Maze Explorers (3 weeks) Unit 1.6 Animated Storybooks (3 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 1.7 Coding (6 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 1.8 Spreadsheets (3 weeks) Unit 1.9 Technology outside school (2 weeks) 	Catch up/ revisit/ free choice Bold = can be linked closely to class topic
		NC Statement			Themes/Curricular Links		
Year 1	I can recognise how others use technology at home and at school.		1.3, 1.5, 1.8, 1.9		Maths – sorting shapes according to specific criteria - making pictograms		1.2 1.3
	I can use technology to create.		1.3, 1.4, 1.5, 1.8		Art and Design		1.6
	I know how to get help if I need it when I am online.		1.1		E-safety		1.1
	I can predict the behaviour of a simple program.		1.4, 1.5, 1.7, 1.8		Coding and Computational thinking		1.2, 1.4, 1.5, 1.7
	I can create a simple program to complete a task.		1.3, 1.4, 1.7, 1.8		Tools Spreadsheets		1.8

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Year 2	Kenya /Growing Up/going to school	Toys and Games	The Great Fire of London		Sea Life – Living By the Sea		
	<ul style="list-style-type: none"> Unit 2.1 Coding (5 weeks) Unit 2.2 Esafety (3 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 2.3 Spreadsheets(4 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 2.4 Questioning (3 weeks) Unit 2.5 Effective Searching (3 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 2.6 Creating Pictures (5 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 2.7 Making Music (3 weeks) Unit 2.8 Presenting Ideas (4 weeks) 	Catch up/ revisit/ free choice Bold = can be linked to class topic	
	NC Statement			Themes/ Curricular Links			
	I can recognise how others use technology outside of school	2.1, 2.3, 2.5, 2.8		Maths – Magic Squares and general use of spreadsheets for calculating Pictograms and binary trees		2.3	
	I can find, open, edit and save files I am working on.	2.3, 2.8		Topic – Fire of London Leaflet		2.4 2.5	
	I can use different software programs and discuss the benefits of their usage	All		Art and Design Using techniques from different art periods to test the tools in art software (Could use the last lesson for topic related piece – Fire of London		2.6	
	I know how to keep my personal information private	2.2		Coding and Computational thinking		2.1	
	I can predict the behaviour of a programmed toy, clearly relating each action to part of an algorithm.	2.1,		E-safety		2.2, 2.5	
	I can create a simple program to perform a task	2.1, 2.5		Music		2.7	
	I can create and debug simple programs.	2.1,		Tools, Spreadsheets Emails Presentation software		2.3 2.1 2.8	
I can find and fix bugs in programs.	2.1						
I can understand that programs run by following clear instructions	2.1						

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		Field to fork	Victorians	Stone age / Changing Planet	Britain from the air			
Year 3		<ul style="list-style-type: none"> E-safety lesson Unit 3.1 Coding (6 weeks) 	<ul style="list-style-type: none"> Unit 3.2 Online Safety (3 weeks) Unit 3.3 Spreadsheets (3 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 3.4 Typing (4 weeks) Unit 3.5 Email (6 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 3.6 Branching Databases (4 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 3.7 Simulations (3 weeks) Unit 3.8 Graphing (2 weeks) 	Catch up/ revisit/ free choice Bold = can be linked to class topic <u>Possible extra unit 3.9 Presenting (using Google Slides) 5 weeks</u>	
		NC Statements				Themes /Curricular Links		
		I know what input and output devices are and how they are used.			3.1	Maths – Using a spreadsheet to create bar graphs and charts and to carry out calculations Completing and creating a branching database Graphing	3.3	3.6 3.8
		I can use a range of input and output devices efficiently			3.1	E-safety		3.2, 3.5
		I can make choices on which program is best for a given task.			3.5	Coding and Computational thinking		3.1, 3.7
		I know I need to keep my password and personal information secure.			3.2, 3.5	Tools Spreadsheets Databases Blog Typing Email	3.3 3.6 3.2 3.4 3.5	
		I can recognise acceptable and unacceptable behaviour online.			3.2, 3.5			
		I can produce a simple program that completes a given task.			3.1			
		I can explain how simple algorithms solve given problems			3.1, 3.6			
		I understand that computer networks allow data to be transferred and shared.			3.2, 3.5			
I understand that the internet is a large network that enables computers to share information.			3.2, 3.5					

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		Journey to the Afterlife	How Romans changed the World	Steam	Europe			
Year 4		<ul style="list-style-type: none"> E-safety lesson Unit 4.1 Coding (6 weeks) 	<ul style="list-style-type: none"> Unit 4.2 Online Safety (4 weeks) Unit 4.3 Spreadsheets (5 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 4.4 Writing for different audiences (5 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 4.6 Animation (3 weeks) Unit 4.8 Hardware Investigators (2 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 4.7 Effective Searching (3 weeks) 	Catch up/ revisit/ free choice Bold = can be linked to class topic <u>Possible extra unit 4.5 Logo (4 weeks)</u>	
		NC Statements				Themes /Curricular Links		
		I can use more complicated input devices.					Maths- Use spreadsheets to make graphs and model mathematical ideas	4.3
		I can use different software programs and different types of hardware.				All	English – Newspaper Report	4.4
		I can use a range of programs to complete a task.				4.4, 4.6	Art and Design - Animation	4.6
		I understand that what I say or post on the internet might be copied, shared and stored by others.				4.2	E-safety	4.2
		I know what to do if I see anything worrying online				4.2	Coding and computational thinking	4.1
		I can break programs up into smaller parts.				4.1	Tools Spreadsheets Word Processors Search Engines	4.3 4.4
		I can use logical thinking to identify and solve potential bugs during coding.				4.1		
		I can use other programs as I code.				4.1		
I understand that some computers on a network serve particular functions, such as controlling printers or sharing files.				4.8				
I understand how search engines order search results.				4.7				

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		Shackleton	Ancient Greece	Space	Invaders	
		<ul style="list-style-type: none"> E-safety lesson Unit 5.1 Coding (6 weeks) 	<ul style="list-style-type: none"> Unit 5.2 Online Safety (3 weeks) Unit 5.3 Spreadsheets (5 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 5.4 Databases (4 weeks) Unit 5.5 game Creator (5 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 5.6 3D Modelling (4 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 5.7 Concept Maps (4 weeks) <p>Catch up/ revisit/ free choice</p> <p>Bold = can be linked to class topic Possible extra unit 5.8 Word Processing (using Google Slides) 8 weeks</p>
		NC Statements			Themes /Curricular Links	
Year 5	I can I can select appropriate software to use for a given task		5.4	Maths – Use spreadsheets to carry out tasks such as count, find perimeters of rectangles etc	5.3	
	I can I can confidently use a range of software tools		all	English – Mind map and write an informative text	5.7	
	I understand how to choose online content for my age group		5.2	Art and Design – design a 3D game	5.5	
	I can write increasingly complex programs.		5.1			
	I can control external hardware from within my programs		To be added	E-Safety	5.2	
	I can use loops to repeat tasks within a program		5.1	Coding and Computational thinking	5.1, 5.5, 5.7	
	I can use IF statements to alter the way my programs run.		5.1	Tools Spreadsheets Databases – make and populate a class database CAD – design a building	5.3 5.4 5.6	
	I can explain how increasingly complex algorithms solve a given problem.		5.1			
	I can use a range of search tools to find exactly what I’m looking for		5.2			
	I can use the internet to allow me to share data with another person		5.2			

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		Silk Road	Battle of Britain	Disasters		Evolution and adaption			
Year 6		<ul style="list-style-type: none"> E-safety lesson Unit 6.1 Coding (6 weeks) 	<ul style="list-style-type: none"> Unit 6.2 Online Safety (3 weeks) Unit 6.3 Spreadsheets (5 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 6.4 Blogging (5 weeks) Unit 6.5 Text Adventures (4 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 6.6 Networks (3 weeks) Unit 6.7 Quizzing (6 weeks) 	<ul style="list-style-type: none"> E-safety lesson Unit 6.8 Binary (4 weeks) 	Catch up/ revisit/ free choice Bold = can be linked to class topic <u>Possible extra unit 6.9</u> Spreadsheets (using Google Sheets)		
		Learning				Techniques			
		I can use more than one piece of software to complete a task				6.7	Maths- Use spreadsheets to answer probability questions, work out sale prices, binary		6.3, 6.8
		I can design a program for a given audience				6.1, 6.4, 6.7	English – Blogging, Text adventures, grammar quiz		6.4, 6.5, 6.7
		I can use software to help me analyse and present data and information				6.3			
		I understand how to protect my computer or device from harm on the internet				6.2	E-safety		6.2
		I understand how to report concerns about content and contact in and out of school				6.2	Coding and computational thinking		6.1
		I can combine software and hardware to solve real life problems				6.3	Tools, Spreadsheets, Blog, Game Design		6.3 6.4
		I can break code up into related instructions, making debugging easier and quicker				6.1			
		I can store and retrieve variables in a program				6.1			
		I can use loops, variables and IF statements to alter my programs run				6.1			
		I can use logical thinking to identify and solve potential bugs during coding				6.1			
I understand how computers are able to communicate and share information				6.2, 6.4, 6.6					
I can use and combine services on the internet to share information				6.4, 6.6					