



Colley Lane Primary Academy

Computing Curriculum Overview

2021-2022

	I and We ASPIRE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	I and We ASPIRE
Year 1	- E-Safety	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content	- Manipulating text – font, colour, size, inserting images	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content – databases and graphs.	- Using the internet safely and responsibly. Staying safe online	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content	- Controlling devices through giving them instructions – an introduction to algorithms.	- E-Safety
Year 2	- E-Safety	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content – graphs and databases	- Manipulating text – font, colour, size, inserting images.	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content – art focus	- Controlling devices through giving them instructions – an introduction to algorithms.	- Staying safe online – how to send and receive emails safely. - Using the internet safely and responsibly	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content Using the internet safely and responsibly	- E-Safety - Advertising
Year 3	-	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content - Word processing. Understand computer networks including the internet	- E- safety - Use technology safely, respectfully and responsibly	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content - PowerPoints Sound, photography	- E- safety - Use technology safely, respectfully and responsibly - emails	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content - databases	- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Year 4	- E- safety	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content - databases	- Use technology purposefully to create, organise, store, manipulate and retrieve digital content - Word processing	- Use technology purposefully to create, organise, store, manipulate and retrieve focus – art focus	- Use logical reasoning to explain how some simple algorithms work Design, write and debug programs Use sequence, selection, and repetition in programs	- E- safety - Use technology safely, respectfully and responsibly Use search technologies effectively Understand computer networks including the interne	- E- safety - Use technology safely, respectfully and responsibly Email Advertising	- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content
Year 5	-	- Use search technologies effectively Understand computer networks including the internet	- To select, use and combine a variety of software (including internet services) on a range of digital devices to design and	- E- safety - Use technology safely, respectfully and responsibly – social media, email To select, use and	- To select, use and combine a variety of software (including internet services) on a range of digital devices to design and	- To select, use and combine a variety of software (including internet services) on a range of digital devices to design and	- Use sequence, selection, and repetition in programs; work with variables and various forms of input and	- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in



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			create a range of programs, systems and content that accomplish given goals,	combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, evaluating and presenting data and information – moviemaker	create a range of programs, systems and content that accomplish given goals, including collecting, evaluating and presenting data and information – prezi	create a range of programs, systems and content that accomplish given goals, including collecting, evaluating and presenting data and information – spreadsheet	output Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	algorithms and programs
Year 6	-	- E- Safety - Use technology safely, respectfully and responsibly – chat rooms, mobile phones. To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, evaluating and presenting data and information – spreadsheet	- E- safety - Use technology safely, respectfully and responsibly – plagaism/copyright and online gaming - Use search technologies effectively	- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	- Understand computer networks including the internet E- safety - Use technology safely, respectfully and responsibly – advertising	- To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, evaluating and presenting data and information	- Creative Media