# Burton Green Primary School

### Computing Overview

Cycle A

Online safety sessions to be taught at the start of each unit

|                                | Autumn 1  | Autumn 2  | Spring 1   | Spring 2   | Summer 1   | Summer 2   |
|--------------------------------|---|---|--|--|--|--|
| EYFS                           | Computing through continuous provision                      | All about instructions  Key area: Programming 1     | Exploring hardware  Key area: Computing systems and networks | Introduction to data<br>Key area:<br>Data handling         | Programming<br>Bee-Bots<br>Key area:<br>Programming 2  | Using a computer  Key area: Computing systems and networks   |
| Key Stage 1                    | Bee-Bots<br>Key area:<br>Programming                        | Digital Imagery<br>Key area: Creating<br>media      | Introduction to data<br>Key area: Data<br>handling           | Programming 2:<br>MakeCode<br>Key area:<br>Programming     | Stop-motion<br>Key area: Creating<br>media   | International space<br>station<br>Key area: Data<br>handling |
| Lower Key Stage 2<br>Condensed | Emailing (Google)  Key area: Computing systems and networks | Programming:<br>Scratch<br>Key area:<br>Programming | Video trailers<br>Key area: Creating<br>media                | Further coding with<br>Scratch<br>Key area:<br>Programming | Computational thinking  Key area: Programming  |  |
| Upper Key Stage 2<br>Condensed | Search engines  Key area: Computing systems and networks    | Mars Rover 1<br>Key area: Data<br>handling          | Stop motion animation  Key area: Creating media              |  | Bletchley Park and<br>the history of<br>computers<br>Key area: Computing<br>systems and networks | Programming 2:<br>Micro:Bit<br>Key area:<br>Programming      |

# Burton Green Primary School

### Computing Overview

#### Cycle B

#### Online safety sessions to be taught at the start of each unit

|                                   | Autumn 1   | Autumn 2  | Spring 1   | Spring 2  | Summer 1   | Summer 2   |
|-----------------------------------|--|---|--|---|--|--|
| EYFS                              | Computing through continuous provision   | All about instructions  Key area: Programming 1                             | Exploring hardware<br>Key area: Computing<br>systems and networks        | Introduction to data<br>Key area:<br>Data handling            | Programming Bee-Bots<br>Key area: Programming<br>2   | Using a computer  Key area: Computing systems and networks |
| Key Stage 1                       | Improving mouse skills  Key area: Computing systems and networks                     | Algorithms unplugged<br>Key area: Programming                               | Rocket to the moon<br>Key area: Skills<br>showcase                       | What is a computer?  Key area: Computing systems and networks | Algorithms and<br>debugging<br>Key area: Programming | Word processing  Key area: Computing systems and networks  |
| Lower Key<br>Stage 2<br>Condensed | Computing systems and networks 1: Networks  Key area: Computing systems and networks | Journey inside a<br>computer<br>Key area: Computing<br>systems and networks | Collaborative learning (Google) Key area: Computing systems and networks |   | Investigating weather<br>Key area: Data<br>handling  | HTML<br>Key area: Skills<br>showcase                       |
| Upper Key<br>Stage 2<br>Condensed | Exploring AI  Key area: Computing systems and networks                               | Intro to Python<br>Key area: Programming                                    | Mars Rover 2<br>Key area: Skills Showcase                                |   | Big data 1<br>Key area: Data handling                |  |