



# St Matthew's Catholic Primary School



## Computing Overview 2024-25

DL= Digital Literacy CS = Computer Science IT= Information Technology

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	IT and DL		IT		CS	
	<p><b>I Am a Super Surfer</b></p> <p>Pupils will learn to recognize on and offline technology and how to use it safely with the help of trusted adults.</p>		<p><b>Look What I Can Do</b></p> <p>Pupils will learn that information can be used and created using technology.</p>		<p><b>I Am a Computer Scientist</b></p> <p>Pupils will learn cause and effect in computing. <i>(I press this button – this is the result)</i></p>	
Year 1	IT	DL	CS	CS	IT	IT
	<p><b>Basic Computing Skills</b></p> <p>Pupils will learn how to log in and shut down a computer accurately and begin to understand the importance of a password.</p>	<p><b>Using text-based programs to process and format text and Images</b></p> <p>Pupils will learn how to use a word processing program to write and format text. They will add digital images and consider the</p>	<p><b>Unplugged Algorithms</b></p> <p>Pupils learn what an unplugged algorithm is and create and apply them to an on-screen program.</p>	<p><b>Programming, coding &amp; Robotics</b></p> <p>Pupils explore how to control both physical and virtual robots with a sequence of commands.</p>	<p><b>Data collection and representation using Pictograms</b></p> <p>Pupils will explore how to transfer physical data from a tally chart into a digital pictogram. They will compare the difference with creating a physical pictogram.</p>	<p><b>Presenting Information</b></p> <p>Pupils will consider a variety of ways to present cross curricular information digitally, and compare the advantages and disadvantages</p>

		audience for their work.				with paper-based content.
<b>Year 2</b>	<b>IT</b>	<b>CS</b>	<b>CS</b>	<b>DL</b>	<b>IT</b>	<b>IT/DL</b>
	<p><b>What is a Computer?</b></p> <p>Pupils will learn how to identify a computer's different parts and talk about the role computers play in our society.</p>	<p><b>Unplugged Algorithms</b></p> <p>Pupils build on their knowledge of what an algorithm is and how we can program computers to use algorithms.</p>	<p><b>Programming using Scratch Jr</b></p> <p>Pupils will use the Scratch Jr app to write their own block code for several different projects. These can easily be made cross curricula.</p>	<p><b>Storing and Presenting Data</b></p> <p>Pupils to understand what data is, and how we store that data in different ways. Storing data on a computer allows us to quickly sort it and present it as information in graphs and charts.</p>	<p><b>Modifying Text and Images</b></p> <p>Pupils will look at software they can use to present their work. They will expand on previous skills such as using a keyboard, formatting text and how to use images in their work.</p>	<p><b>Presenting Information</b></p> <p>Pupils will explore and learn how to present information to an audience using technology</p>
<b>Year 3</b>	<b>IT</b>	<b>CS</b>	<b>CS</b>	<b>IT</b>	<b>CS</b>	<b>IT/DL</b>
	<p><b>Composing Emails</b></p> <p>Pupils will explore the different advanced features of Microsoft Word. They will also use</p>	<p><b>Introduction to Scratch</b></p> <p>Pupils will learn how to program sprites using a range of blocks to add animation,</p>	<p><b>Prediction and Debugging</b></p> <p>Pupils will learn how to use prediction when coding to test and debug written programs.</p>	<p><b>Altering Media</b></p> <p>Pupils to look at the skills behind taking a good photograph and how these photos</p>	<p><b>Inside a computer</b></p> <p>Pupils will identify the different parts of a computer and explore how computers have</p>	<p><b>Publishing Online Content</b></p> <p>Pupils will be introduced to graphic design, marketing, and will develop their publishing skills.</p>

	these skills to compose an email.	sound and other effects		can be edited in various ways.	evolved over the last 100 years.	
<b>Year 4</b>	<b>IT</b>	<b>CS</b>	<b>CS</b>	<b>IT</b>	<b>DL</b>	<b>IT</b>
	<b>Branching Databases</b> Pupils learn about the concept of a branching database and create their own using presentation software.	<b>Repetition and Forever Loops</b> Pupils learn to use repetition and loops when coding.	<b>Designing a Game</b> Pupils use their knowledge of Scratch to create a Formula One style game.	<b>Making a Special Effects movie</b> Pupils create their own videos and apply special effects to them.	<b>Smarter Searching and Online Safety</b> Pupils to gain awareness of the best ways to use a search engine and to continue to develop awareness of online dangers.	<b>Pixel Art</b> Pupils create a piece of pixel artwork using a grid format.
<b>Year 5</b>	<b>IT</b>	<b>CS</b>	<b>CS</b>	<b>IT</b>	<b>CS</b>	<b>IT</b>
	<b>Create &amp; Search Database</b> Pupils will use Excel to create and search a database.	<b>Using Variables</b> Pupils identify different types of variables. what conditionals are and understand how variables are used in computer programming.	<b>Coding Using Micro:Bits</b> Pupils to program Micro:Bit to make a variety of practical and usable devices.	<b>Stop Motion Animation</b> Pupils will learn about all aspects of stop frame animation. They will storyboard their own story before using a software package to create their own	<b>The Internet &amp; The World Wide Web</b> In this unit the children will learn the difference between the WWW and the internet. They will also understand what is meant by IP address.	<b>3D Modelling</b> Children will learn to design models using online CAD software.

				stop frame animation.		
<b>Year 6</b>	<b>IT</b>	<b>CS</b>	<b>CS</b>	<b>IT</b>	<b>IT</b>	<b>IT and DL</b>
	<p><b>Creating Formula in Excel</b></p> <p>Pupils will learn how to organise data and make calculations using the application Microsoft Excel.</p>	<p><b>Edublocks- Introduction to Python</b></p> <p>Pupils will learn how block-based programming compares to written code. Pupils will be introduced to Python as a text-based method of programming.</p>	<p><b>Programming a Game</b></p> <p>Using the application Scratch, pupils will create an interactive, playable game using conditionals, variables, and operators.</p>	<p><b>Creating a Podcasting</b></p> <p>Pupils will produce a podcast based on a piece of writing from another curriculum area or aspect of school life.</p>	<p><b>HTML</b></p> <p>Pupils will learn how to design a multi-page informational website, considering the layout, user experience and key features including home page, links and images.</p>	<p><b>Social Media &amp; Being Safe Online</b></p> <p>Pupils will learn about the purpose of social media and different aspects of social media and how to use it safely.</p>