Computing Curriculum Overview

Rosecliffe Spencer Academy

Predominant Strand*	Computer Science	Information Technology	Digital Literacy

* Most units will contain aspects of all strands.

KS1	Autumn 1 (7 weeks)	Autumn 2 (7 weeks)	Spring 1 (6 weeks)	Spring 2 (6 weeks)	Summer 1 (6 weeks)	Summer 2 (8 weeks)
E-Safety *All Year Groups*	**National Online Safety** Self-Image and Identity (Lessons 1-3)	**National Online Safety** Online Relationships (Lessons 1-3) *Anti-Bullying Week (13– 17th Nov) Online Bullying (Lessons 1-3)*	**National Online Safety** Managing Online Information (Lessons 1-3) *Safer Internet Day (6th Feb) Online Reputation (Lessons 1-3)*	**National Online Safety** Health, Wellbeing and Lifestyle (Lessons 1-3)	**National Online Safety** Privacy and Security (Lessons 1-3)	**National Online Safety** Copyright and Ownership (Lessons 1-3)
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B - Programming animations
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media - Digital music	Programming B - programming quizzes

KS2	Autumn 1 (7 weeks)	Autumn 2 (7 weeks)	Spring 1 (6 weeks)	Spring 2 (6 weeks)	Summer 1 (6 weeks)	Summer 2 (8 weeks)
E-Safety *All Year Groups*	**National Online Safety** Self-Image and Identity (Lessons 1-3)	**National Online Safety** Online Relationships (Lessons 1-3) *Anti-Bullying Week (13– 17th Nov) Online Bullying (Lessons 1-3)*	**National Online Safety** Managing Online Information (Lessons 1-3) *Safer Internet Day (6th Feb) Online Reputation (Lessons 1-3)*	**National Online Safety** Health, Wellbeing and Lifestyle (Lessons 1-3)	**National Online Safety** Privacy and Security (Lessons 1-3)	**National Online Safety** Copyright and Ownership (Lessons 1-3)
Year 3	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs
Year 4	Computing systems and networks – The Internet	Creating media - Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks - systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media - Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information - Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement