

## Computing Curriculum Coverage

Green = Information Technology focus; Blue = Computer Science focus

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Nursery</b>	Drawing a face on the IWB	Drawing colour monsters on IWB/ipads		Listening to a story on Yoto and changing cards	Using beebots to travel through the farm	
<b>Reception</b>	Coding week - beebots	PicCollage	Internet Safety - Smartie the penguin			Beebots
<b>Year 1</b>					Robot Maze game - Scratch	Presentations - storyboard.
<b>Year 2</b>			My Robot Helper and Knock Knock Joke - Scratch		Video creation - masking storytime.	
<b>Year 3</b>	Animations in Scratch			Presentation - book creator.		
<b>Year 4</b>		Presentations - digital poster.		Scratch – platform game		
<b>Year 5</b>	Animation - character interviews.	Quizzes in Scratch				

<b>Year 6</b>			VR and AR - interactive experience.			Scratch Game

**Digital Literacy strands from Years 1 to 6 will be covered as follows:**

Autumn 1 - Managing Online Information. Online Reputation.

Autumn 2 - Online Bullying.

Spring 1 - Copyright and Ownership. Privacy and Security.

Spring 2 - Health, Wellbeing and Lifestyle.

Summer 1 - Online Relationships.

Summer 2 - Self Image and Identity.