

Strand 1	Strand 2	Strand 3	Strand 4	Strand 5
Computer Systems and Networks	Programming	Data and Information	Creating Media	Online Safety

PYE BANK COMPUTING OVERVIEW

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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Year 1	1.1: How do I use a school computer independently?	1.4a: How can I create a piece of writing on the computer? <i>Links to the English Curriculum</i>	1.4b: How can I create a piece of art work using the computer? <i>Links to Art Curriculum</i>	1.2a: What is an algorithm?	1.2b: What is a program?	1.4c: How can I use text and images together? <i>Links to the English Curriculum</i>
	1.5: Using a computer responsibly and passwords.	1.5: Personal Information	1.5: Communicating Online	1.5: Being healthy and having fun online	1.5: Online and Offline friends and friends vs strangers.	1.5 What is the internet?
Year 2	2.1: How do digital devices help us?	2.2: How do I improve my algorithm and debug it?	2.4a: How can I use a computer to create music? <i>Links to Music Curriculum</i>	2.3: How do I group and sort data on a computer (Pictogram)? <i>Links to Maths Curriculum</i>	2.4b: How can I capture, edit and improve a photograph? <i>Links to Art and Science Curriculum</i>	2.4c: How can I present text and images to an audience? <i>Links to Science Curriculum</i>
	2.5 Screen time and sleep, digital 5-a-day and passwords.	2.5 Deciding which games to play and watch, online gaming and in-app purchases.	2.5 Being kind online and feeling uncomfortable online	2.5: Accepting messages, computer virus and pop ups.	2.5: Rude/unkind images and scary news	2.5: Searching Safely and copyright
Year 3	3.4a: What makes a great animation? <i>Links to English and History Curriculum.</i>	3.4b: How can I create a magazine cover using Desktop Publisher? <i>Links to Geography Curriculum.</i>	3.2a: How can I program music using Scratch? <i>Links to Music Curriculum</i>	3.1: How are digital devices connected?	3.2b: How do I use repetition and loops to create shapes?	3.4c: How can I create 3D shapes on the computer? <i>Links to DT Curriculum.</i>
	3.5: Sleep and a healthy balance of online/offline	3.5: 5 a day more detail	3.5: Age appropriate activity	3.5: Friendships Online	3.5: Strangers Online	3.5: Cyberbullying and suspicious messages
Year 4	4.4a: How can I create an excellent presentation? <i>Links to English and History Curriculum.</i>	4.2: How do I use repetition and loops to create games?	4.4b: How can I enhance art by using digital tools? <i>Links to the Art Curriculum</i>	4.1: How is the World Wide Web created?	4.4c: What makes a great podcast? <i>Links to English and History Curriculum.</i>	4.3: How can I use a computer to organise data?
	4.5: Safe searching and copyright	4.5: Sharing Online	4.5: Inappropriate content and advertising	4.5: Digital Media and Media Bias	4.5: Verifying Content refresh of digital 5 a day	4.5: Personal information and data

						and improving Passwords
Year 5	5.4a: How can I use a navigation path to enhance a user's experience? <i>Links to English and History Curriculum.</i>	5.2a: How do I use selection with a physical component? <i>Links to DT Curriculum.</i>	5.3: How can spreadsheets help me organise data?	5.1: How is information shared in the digital world?	5.4b: How can I use Computer Aided Design (CAD) to create 3D models? <i>Links to DT Curriculum.</i>	5.2b: How do I create a program that makes choices dependent on conditions?
	5.5: Validating information	5.5: Privacy settings in social media and manipulation tactics	5.5: Online and offline Identity and positive health Messages.	5.5: Internet funding (data) and advertising (data).	5.5: the media (motivations/bias), fake news and adult advertising (age targeted).	5.5: Consent (our bodies belong to us and when it is ok to share a picture), balancing benefits and risks of meeting new people online
Year 6	6.4a: How do I create a website? <i>Links to History Curriculum.</i>	6.2a: How do I create variables in a game?	6.4b: How can I recreate the work of a David Hockney using digital technology? <i>Links to the Art curriculum.</i>	6.1: How is the internet used to communicate and share information?	6.2b: How do I program a Micro Bit to be a step counter?	6.4c: What makes a brilliant film? <i>Links to English Curriculum.</i>
	6.5: Copyright and analysing web pages (digital literacy)	6.5: Peer pressure, online reputation, posting, liking and sharing and what these say about you + by-standing	6.5 Gender issues and Stereotypes and online jealousy	6.5: Personal information, terms and conditions, complex passwords, websites saving, credit card numbers and spending real money (gambling and in-app purchases)	6.5: Social media anxiety, the ideal vs. the real and Image editing	6.5: Naked pictures and control over images