



Computing Whole-School Overview

Whole-School Curriculum September 2023 Adaptation:

- Online Safety lessons are now at the start of every year group to set the context for safe principles and practices when using technology online and offline.
- Coding has also been brought together for all year groups (except for Year 1, due to other units providing the pre-requisite essential knowledge)
- An introduction to Artificial Intelligence (AI) has been added towards the end of Y4 considering children moving to Middle School.

Computer Science	The technical design. The design of new software, the solution to computing problems and the development of different ways to use technology.
Information Technology	The technical knowledge. The design, use and understanding of hardware and software; computers and electronic systems for storing and using information.
Digital Literacy	The technical skills. The ability to use information and communication technologies to find, create, evaluate, and communicate information.

Please note that colours denote the main focus of the unit (almost all units draw together all three Computing pillars of progression).

Year 1	Unit 1: Online Safety	Unit 2: Grouping and Sorting	Unit 3: Pictograms	Unit 4: Lego Builders	Unit 5: Maze Explorers	Unit 6: Animated Story Books	Unit 7: Coding	Unit 8: Spreadsheets	Unit 9: Technology Outside School
Year 2	Unit 1: Online Safety	Unit 2: Coding	Unit 3: Spreadsheets	Unit 4: Questioning	Unit 5: Effective Searching	Unit 6: Creating Pictures	Unit 7: Making Music	Unit 8: Presenting Ideas	
Year 3	Unit 1: Online Safety	Unit 2: Coding	Unit 3: Spreadsheets	Unit 4: Touch Typing	Unit 5: E-Mail	Unit 6: Branching Databases	Unit 7: Simulations	Unit 8: Graphing	Unit 9: Presenting Ideas (PowerPoint)
Year 4	Unit 1: Online Safety	Unit 2: Coding	Unit 3: Spreadsheets	Unit 4: Writing for Different Audiences	Unit 5: Logo	Unit 6: Animation	Unit 7: Effective Searching	Unit 8: Hardware Investigators/Introduction to Artificial Intelligence	Unit 9: Making Music