



# St. Margaret's Anfield Church of England Primary School

## Computing Planning Overview

With God, all things are possible

	Autumn Term	Spring Term	Summer Term
Reception	Unit 1 - I Am A Super Surfer	Unit 2 - Look What I Can Do	Unit 3 - I Am A Computer Scientist
Year 1	1.1: Basic skills 1.2 - Using Word & other programs to process and format text & images	1.3 - Unplugged Algorithms: Understanding & building a basic algorithm 1.4 - Programming, Coding & Robotics	1.5 - Data Collection & Representation: Using Pictograms 1.6 - Producing Digital Media
Year 2	2.1 - What Is A Computer? 2.2 - Unplugged Algorithms	2.3 - Programming with Scratch Jr 2.4 - Storing & Presenting Data	2.5 - Modifying Text & Images 2.6 - Presenting Information
Year 3	3.1 - Emails 3.2 - Introduction to Scratch	3.3 - Prediction & Debugging 3.4 - Altering Media	3.5 - Inside a Computer 3.6 - Publishing Content Online
Year 4	4.1 - Branching Databases 4.2 - Repetitions & loops in Scratch	4.3 - Designing a game in Scratch using repeat loops 4.4 - Making a special effects movie	4.5 - Smarter Searching & Online Safety 4.6 - Pixel Art
Year 5	5.1 - Create & Search Databases 5.2 - Variables	5.3 - Coding with Microbits 5.4 - Stop Motion Animation	5.5 - The Internet & The World Wide Web 5.6 - 3D Modelling
Year 6	6.1 - Creating Formula 6.2 - Edublocks Introduction to Python	6.3 - Programming A Game 6.4 - Creating A Podcast	6.5 - Creating A Website Using HTML 6.6 - Social Media Being Safe Online

