

Acklam Whin's Computing Curriculum Overview 25-26

In both stages of EYFS, children will consistently be exposed to												
Nursery												
Reception	Taking photographs		Searching for information as a class		Using technology such as the interactive board	Exploring interactive toys		Using Beebots	Watching video clips	Listening to music		
	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1	Summer 2		
Year 1	Online Safety & Exploring Purple Mash 3 Lessons		Creative Computing 4 Lessons	Data Explorers 3 Lessons	Animated Story Books 6 Lessons		Coding 6 Lessons		Technology around us 4 Lessons	Making Beats		
Year 2	Route Explorers 4 Lessons		The internet 2 Lessons		Questioning 4 Lessons		Coding 6 Lessons		Presenting Ideas 4 Lessons	Making Music 3 Lessons		
	The internet 2 Lessons		Creating Pictures 5 Lessons									
Year 3	Email 6 Lessons		Route Planners 5 Lessons		Branching Databases 4 Lessons	Micro Bits 4 Lessons	Spreadsheets 6 Lessons		Coding 6 Lessons	3.9 Presenting 5 Lessons Touch Typing 2 Lessons		
Year 4	Unpacking Hardware & Software 4 Lessons		Animation 6 Lessons		Logo 4 Lessons	Effective searching (3 Lessons)	Coding (6)		Intro to Ai 4 Lessons	Micro-bits 4 Lessons		
Year 5	Quizzing 5 Lessons		Databases 2 Lesson		Spreadsheets 6 Lessons		Coding 6 Lessons		Composing Beats 3 Lessons			
	Databases 2 Lessons		Game Creator 5 Lessons						Word Processing 6 Lessons	Concept Maps 4 Lessons		
Year 6	Networks 4 Lessons		Graphing 4 Lessons		Data Detectives 4 Lessons		Coding 6 Lessons		Spreadsheets 6 Lessons	3D Modelling 4 Lessons		
			Blogging 4 Lessons									
Online Safety Lessons covering all aspects of Education for a connected world are taught 10 minutes in each computing session.												

Predominant Area of Computing*

	Computer Science		Information Technology		Digital Literacy
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