

## Acklam Whin's Computing Curriculum Overview 25-26

Nursery	In both stages of EYFS, children will consistently be exposed to												
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		
									Composing Beats 3 Lessons				
Year 5	Quizzing 5 Lessons		Databases 2 Lesson		Spreadsheets 6 Lessons		Coding 6 Lessons		Word Processing 6 Lessons		Concept Maps 4 Lessons		
	Databases 2 Lessons		Game Creator 5 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