Hesleden Primary School – COMPUTING OVERVIEW - A

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
EYFS		Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes				
Strand	Online Safety	I.T/Digital Literacy	Computer Science (Scratch)	I.T/Digital Literacy	Computer Science	I.T/Digital Literacy
C2	Project Evolve Keeping in touch (1) Whose is this? (1) Making Choices (2) Supportive Sunflower (2)	Opening a blank document, renaming it, adding and formatting text, find and open requested apps (Keynote/Pages) (Our Story for iPad)	Introduction to Scratch (getting started, insert a backdrop, insert a sprite, hide and show)	Saving and inserting pictures into an app. Re-order pictures to suit a specific goal. Change background and font colour (Moldiv)	Algorithms and debugging (Bee Bots/ Kodable) Plus, unplugged activities (Hokey Cokey/Getting up)	Create a new project, rename it, use instruments to create a simple tune (Garageband)
C3	Project Evolve Spikey the Spider (3) Know or no? (3) Life vs. tech (4) Lingo Bingo (4)	Adding and formatting images/shapes to suit a specific goal. Crop images appropriately. Screenshot for purpose (Keynote/Pages) (8mm/Pixomatic)	Using repeats and when statements in Scratch (change size, animate a name, animate a character, glide around)	Add still/moving images, titles, voice-over and soundtracks into the timeline in iMovie. Format images and sounds to suit specific goal	Combining physical and digital computer science – logical reasoning, repeats and loops (Alex, Lightbot)	Create a multi-track tune in Garageband using instruments or loops. Create a voice recording and export music to use in another app
C4	Project Evolve Are you a privacy pro? (5) Conversation Clues (5) Scam Spotters (6) Under Pressure (6)	Layer objects, use and adapt templates, animations and transitions, use assets from other apps within a document, voice-over (Keynote/Pages) (ColorSplash/Moldiv)	Using if statements and adding variables to games in Scratch (make a clicker game, make a chase game, pong game, make it fly)	Edit objects in iMovie timeline using cuts, stretching and repositioning. Alter transitions and use assets from other apps in a short film	Using Microbits (step-counter) and Lego: Fix the Factory to develop computational thinking	Create a short podcast with a range of sections (voice/ music/ recordings) in Garageband