



BHM Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Paint packages - Ipads	Taking photos- Ipads	Ipads Maths activities		Simple coding Train track	
	Role play – phones with buttons, till Digital technology in provision – sound buttons, sequence boards, talking pegs, audio books, cd player Remote control toys – coding forwards and backwards Digital walkie talkies, digital torches or digital timers					
Reception	Keyboard and mouse control- explore Mini Mash on laptops in pairs. Use ipads independently Be confident to try new activities	Beebots – programmable toys Develop Prime area PSED through Mini Mash (follow Purple Mash planning) -	Using software Logging on independently Use Simple City and 2 Create a Story and Mashcam to develop prime area CLL	Use Ipads and laptops to develop creativity – 2Paint using Splice, slice, spinner, wet paint and swirly	Using cameras and media software Develop Prime Area literacy through Talking Stories and 2 Publish	Computer Safety Prime area Maths developed through Maths City 1 and 2, paint shape.
Year 1	Introduction to PM Information Technology Creative Computing Information Technology	Data explorers Information Technology	Creating and following instructions Computer Science Making beats Information Technology	Animated Stories Information Technology	Coding Computer Science	Technology around us Digital Literacy
Year 2	Route explorers Computer Science The internet Information Technology	Creating pictures Information Technology	Spreadsheets Information Technology	Questioning Information Technology	Coding To Communicate	Making music Information Technology Presenting ideas Information Technology

	Coding – coding teaching in KS1 to be supplemented by the use of Sphero Balls. Purple mash to be used to ensure the understanding of coding and computational thinking. Sphero Balls used to apply learning in an alternative context. Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World					
Year 3	Email Digital Literacy	Route planners Computer Science	Branching databases Information Technology Touch Typing Information Technology	Spreadsheets Information Technology	Coding Computer Science	Presentations (Apple, Microsoft & Google) Information Technology
Year 4	Unpacking hardware & software Information Technology	Animation Information Technology	Logo Computer Science Sound stories Information Technology	Effective searching Digital Literacy	Coding Computer Science	Composing beats Information Technology Introduction to AI Information Technology
	Coding – coding teaching in Years 3 and 4 to be supplemented by the use of Botleys. Purple mash to be used to ensure the understanding of coding and computational thinking. Botleys used to apply learning in an alternative context. Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World					
Year 5	Quizzing Information Technology	Databases Information Technology Concept Maps Information Technology	Game creator Computer Science	Spreadsheets Information Technology	Coding Computer Science	Word processing (Apple, Microsoft & Google) Information Technology
Year 6	Networks Computer Science	Graphing Information Technology	Blogging Information Technology Data detectives Information Technology	Coding Computer Science	Introduction to Python Computer Science 3D modelling Information Technology	Spreadsheets (Apple, Microsoft & Google) Information Technology
	Coding – coding teaching in Years 5 and 6 to be supplemented by the use of Lego Education. Purple mash to be used to ensure the understanding of coding and computational thinking. Lego Education used to apply learning in an alternative context. Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World					