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	
	Using Interactive Board for online games Modelling using search engines on the Internet Role play – phones with buttons, till Remote control toys – forwards and backwards Sound books, cd player Digital walkie talkies and digital torches					
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					