Vaughan Primary School
Computing Curriculum Overview 2020-2021

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Online safety (using a password & ask permission to go online & use websites & online behaviour)  Exploring Purple Mash	Google Earth technology  Programming: linked to	Data handling linked to food (Databases and graphing)	Data handling minibeasts pictograms (Databases and graphing)	Create Pictures (Art and design using technology)	Recognise a range of technology in homes and school.  Keyboard skills and mouse control
Year 1	(multimedia) Online Safety (Internet and email) Exploring Purple Mash (Communications and networks)	toys Pictograms (Databases and graphing)	Maze Explorers (Coding and computational thinking)	Animated Story Books (Art and design using technology)	Coding (Coding and computational thinking)	Spreadsheets (Spreadsheets)
	Grouping and Sorting (Coding and computational thinking)	Lego Builders (Coding and computational thinking)				Technology outside school (Communication and networks)
Year 2	Coding (Coding and computational thinking)	Online safety (Internet and email) Spreadsheets (Spreadsheets)	Questioning (Databases and graphing)	Effective Searching (Internet and email)	Creating Pictures (Art and design using technology)	Making Music (Music using technology) Presenting Ideas (Writing and presenting using technology)
Year 3	Coding (Coding and computational thinking)	Online Safety (Internet and email)  Spreadsheets (Spreadsheets)	Touch Typing (Writing and presenting using technology)	Email (Internet and email)	Branching Databases (Databases and graphing)	Simulations (Communications and networks) Graphing (Databases and graphing)
Year 4	Coding (Coding and computational thinking)	Online safety (Internet and email)	Spreadsheets (Spreadsheets)	Writing for different audiences (Writing and presenting using technology)	Logo (Coding and computational thinking) Animation (Communications and networks)	Effective Search (Internet and email)  Hardware Investigators (Communications and networks)
Year 5	Coding (Coding and computational thinking)	Online Safety (Internet and email)	Spreadsheets (Coding and computational thinking)	Databases (Databases and graphing)	Game Creator (Art and design using technology)	3D Modelling (Art and design using technology) Concept Maps (Writing and presenting using technology)
Year 6	Coding (Coding and computational thinking)	Online Safety (Internet and email) Spreadsheets (Art and design using technology)	Blogging (Writing and presenting using technology)	Text Adventures (Coding and computational thinking)	Networks (Communication and networks)	Quizzing (Writing and presenting using technology)