



Smallthorne Primary Academy

Computing Long Term Overview 2023-2024

Science	Autumn		Spring		Summer	
Early Years	Computing is not specifically taught in Early Years, however computing is embedded throughout the year. The principles layout in Barefoot Computing computational thinking concepts and approaches are used to prompt discussion during lessons and continuous provision. These are Approaches - Collaboration, Creating, Tinkering, Persevering and Concepts - Pattern, Logical Reasoning, Abstraction, Algorithms, Decomposition					
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Making Music	An Introduction to Quizzes
Year 3	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programs
Year 4	The Internet	Audio Editing	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Sharing Information	Video Editing	Selection in Physical Computing	Flat-File Databases	Vector Drawing	Selection in Quizzes
Year 6	Internet Communication	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing

Computing Systems and Networks
Creating Media
Programming
Data and Information

Order of teaching can be moved around to suit curriculum BUT Spring 1 Programming must be completed before Summer 2 Programming