



Computing Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
EYFS	Set up continuous provision in your classroom: Computing through continuous provision	Computing systems and networks Using a computer	Programming 1 All about instructions	Computing systems and networks Exploring hardware	Programming 2 Programming Bee-Bots	Data Handling Introduction to data	
Year 1	Computing systems and networks Improving mouse skills	Programming 1 Algorithms unplugged	Skills showcase Rocket to the moon	Programming 2 Option 1: Bee-Bots	Creating media Digital Imagery	Data Handling Introduction to data	Online Safety Y1
Year 2	Computing systems and networks 1 What is a computer?	Programming 1 Algorithms and debugging	Computing systems and networks 2 Word processing	Programming 2 Scratch Jr	Creating media Stop Motion	Data Handling International Space Station	Online Safety Y2
Year 3	Computing systems and networks 1 Networks	Programming Programming Scratch	Computing systems and networks 2 Emailing	Computing systems and networks 3 Journey inside a computer	Creating media Video trailers	Data Handling Comparison cards databases	Online Safety Y3
Year 4	Computing systems and networks Collaborative learning	Programming 1 Further coding with Scratch	Creating media Website design	Skills showcase HTML	Programming 2 Computational thinking	Data Handling Investigating weather	Online Safety Y4
Year 5	Computing systems and networks Search engines	Programming 1 Programming music	Data Handling Mars Rover 1	Programming 2 Micro:bit	Creating media Stop motion animation	Skills showcase Mars Rover 2	Online Safety Y5
Year 6	Computing systems and networks Bletchley Park	Programming Intro to Python	Data Handling Big data 1	Creating media History of Computers	Data Handling Big data 2	Skills showcase Inventing a product	Online Safety Y6