

Eastfield Primary School Computing Curriculum



Autumn term					
Year 1-Programming	Year 2- Computer systems	Year 3- Computer systems	Year 4- Computer systems	Year 5- Computer systems	Year 6- Computer systems
-Giving verbal directions -Partner games- giving clear instructions -Using Beebots (iPad app) -execute by following precise and unambiguous instructions.	-Teach computing unit: IT around us	-Teach computing unit: Connecting computers	-Teach computing unit: The Internet	-Teach computing unit: Systems and Searching	-Teach computing unit: Communication and collaboration
Spring term					
Year 1- Computer systems	Year 2- Programming	Year 3- Programming	Year 4- Programming	Year 5- Programming	Year 6- Digital literacy
-Teach computing unit: Technology around us	-Recapping verbal instructions -Revisit Beebot programming (iPad app) -Scratch Jr- Use tutorial to make a chase game on iPad app.	-Teach computing unit: Sequencing sounds -Using laptops/iPad for Scratch Jr.	-Teach computing unit: Repetition in games using Scratch Jr on laptops -Introduction to micro bits- Nightlight	-Recap using Micro bit- Sensory toy -Teach computing unit: Selection in quizzes using Scratch Jr.	-Teach computing unit: Data and information- Introduction to spreadsheets (Link to Trading game economic activity).

Summer term

Year 1- Digital literacy	Year 2- Digital literacy	Year 3- Digital literacy	Year 4- Digital literacy	Year 5- Digital literacy	Year 6- Programming
-Teach computing unit: Creating media-Digital writing	-Teach computing unit: Digital photography	-Teach computing unit: Stop frame animation	-Teach computing unit: Photo editing	-Teach computing unit: Data and information-Flat file databases	-Teach computing unit: using the micro bit for primary to secondary transition- Lesson 1 creating a micro bit counter -Teach computing unit: Variables in games