Curriculum Overview 2021-2022

Subject: Computing

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	iCompute: Ideas for Computing Continuous Provision in the EYFS					
R	**iAm Logical** Sorting on criteria		**iMake Algorithms** Creating algorithms and flowcharts for classic nursery rhymes		**iStay safe** Exploring and explaining simple rules for keeping safe online	
1	**KS1 iAlgorithm** Off computer activities to support understanding of algorithms		**Y1 iWrite** Creating and manipulating digital text		**Y1 iProgram** Creating and following algorithms, Programming physical toys	
2	**Y2 iProgram** Creating simple animations		**Y2 iSearch** Using the web to find things out		**KS1 iSafe** Personal information and being safe online	
3	**Y3 iProgram** Games and animation development		**LKS iAlgorithm** Sorting and splitting how problems can be solved more easily		**LKS2 iSafe** Staying safe online	
4	**Y4 iProgram** Making shapes and navigating mazes		**LKS2 iSafe** Staying safe online	**LKS iConnect** Computer Networking including the web browsers and search engines safely and effectively	**LKS iData** Introduction to Data representation	
5	**Y5 iProgram (Unit 1)** Designing and developing computer games		**UKS2 iAlgorithm** Searching, Sorting and Networks, Efficient Algorithms	**iSafe Sessions 1-4** Staying safe in a digital world	**Y5 iWeb** Remixing and creating web content using HTML	**Y5 iProgram (Unit 2)** Designing and developing multi-level X-box games
6	**Y6 iProgram** Designing and developing computer games	**UKS2 iAlgorithm** Searching, Sorting and Networks, Efficient Algorithms	**iApp** Designing and developing mobile apps	**iSafe Sessions 5-9** Staying safe in a digital world	**iNetwork** Network, data and creating web content	

These units are interchangeable with and can be supplemented by the iCompute for iPad units