

## Computing Long Term Overview

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Year 3</b>	<p><b><u>Digital Literacy</u></b> <b>Self-image and online reputations</b> Identifying what identify is and exploring how this can be shown safely online.</p> <p><b><u>Coding</u></b> <b>Playground games</b> <b>Dressing up game</b> Identifying where algorithms are used in everyday life in the example of playing a game and getting dressed.</p>	<p><b><u>Digital Literacy</u></b> <b>Online relationships</b> Recognising different forms of communication, identifying some risks of using them and explaining the difference between knowing someone online and offline.</p> <p><b><u>IT Skills</u></b> <b>Using laptops and typing skills</b> Understanding how to log onto laptops and save learning in folders, as well as developing Level 2 touch typing.</p>	<p><b><u>Digital Literacy</u></b> <b>Online bullying</b> Explaining what bullying is and describing rules about how to behave online.</p> <p><b><u>IT Skills</u></b> <b>Word processing</b> Exploring Microsoft Word, learning how to change font, align text and insert text boxes.</p> <p><b><u>Coding</u></b> <b>Music machine</b> Coding how to play a song on Scratch including 'Press the green flag' and music coding blocks.</p>	<p><b><u>Digital Literacy</u></b> <b>Health, well-being and lifestyle</b> Explaining why spending too much time on technology can be negative and recognising activities on technology that can be easy to spend a lot of time on.</p> <p><b><u>IT Skills</u></b> <b>Exploring apps</b> Recognising how learning can be presented on Kahoot, Puppet Pals, Chatterpix, SimpleMind+ and Book Creator.</p>	<p><b><u>Digital Literacy</u></b> <b>Privacy and security &amp; copyright and ownership</b> Explaining why copying someone else's work can cause problems, giving examples of what they might be.</p> <p><b><u>IT Skills</u></b> <b>Web research</b> Understanding the difference between factual websites and blogs.</p> <p><b><u>Coding</u></b> <b>Conversations</b> Coding a conversation between two sprites, using coding blocks including 'Say' and 'Wait'.</p>	<p><b><u>Digital Literacy</u></b> <b>Manging online information</b> Recognising that I should only share information with people I can trust, giving reasons why passwords are important and describing how connected devices can get my information.</p> <p><b><u>IT Skills</u></b> <b>PowerPoint Presentations</b> Creating title pages and changing the style of PowerPoint slides.</p>
<b>Year 4</b>	<p><b><u>Digital Literacy</u></b> <b>Self-image and online reputations</b> Describing the ways online and offline identity can vary, explaining that this can be used to found out information about me.</p> <p><b><u>IT Skills</u></b> <b>App skills</b> Recognising how learning can be presented on Explain Everything, Pages and iMovie Trailer.</p>	<p><b><u>Digital Literacy</u></b> <b>Online relationships</b> Describing ways of staying safe and having fun online by showing respect.</p> <p><b><u>Coding</u></b> <b>Slug trail</b> Coding a slug to follow around a trail and buzz when it goes off, including the 'forever loop' and creating backgrounds and sprites.</p>	<p><b><u>Digital Literacy</u></b> <b>Online bullying</b> Identifying where bullying can take place online, thinking why I need to think carefully about what I post online.</p> <p><b><u>IT Skills</u></b> <b>Typing and word processing</b> Using Microsoft Word to insert tables, images, shapes and screenshots, as well as developing Level 4 touch typing.</p>	<p><b><u>Digital Literacy</u></b> <b>Health, well-being and lifestyle</b> Identifying how technology can distract me from other things, suggesting strategies to help me limit my time on it.</p> <p><b><u>Coding</u></b> <b>Selection investigation</b> Coding a game when a sprite is moving around until it touches a shape or colour, then something happens to it e.g. change size, colour, visibility.</p> <p><b><u>IT Skills</u></b> <b>Publisher</b> Using Microsoft Publisher to create posters, inserting images and fonts.</p>	<p><b><u>Digital Literacy</u></b> <b>Privacy and security &amp; copyright and ownership</b> Recognising who owns content on the internet and whether I have the right to use it.</p> <p><b><u>Coding</u></b> <b>Maths quiz</b> Using Maths knowledge to begin using answer blocks to answer times tables questions.</p> <p><b><u>IT Skills</u></b> <b>Web research</b> Learning how to use shortcuts on Google to find unknown information.</p>	<p><b><u>Digital Literacy</u></b> <b>Managing online information</b> Explaining what a strong password is, understanding that others might pretend to be me online and why they might do this.</p> <p><b><u>IT Skills</u></b> <b>PowerPoint Presentation</b> Creating multiples slides on PowerPoints using a range of animations and transitions.</p>

Year 5	<p><b>Digital Literacy</b> <b>Self-image and online reputations</b> Recognising that online identity can be copied or modified, demonstrating responsible choices about how to create a positive online reputation myself which others might make judgements on.</p> <p><b>IT Skills</b> <b>Manipulating images</b> Using software to manipulate images and recognising how and why people may do this online.</p> <p><b>Coding</b> <b>Crumble moon buggy</b> Using Crumble software to code a physical output (motor) to get a moon buggy to move around a given course.</p>	<p><b>Digital Literacy</b> <b>Online relationships</b> Recognising that some people online may want to cause harm to me and how I can contribute positivity in online communities.</p> <p><b>IT Skills</b> <b>Spreadsheets</b> Understanding what a cell is, using formula to calculate cells, exploring conditional formatting, inserting graphs and applying knowledge to a real-life problem of managing money and data.</p>	<p><b>Digital Literacy</b> <b>Online bullying</b> Recognising how someone is feeling through what they post online and how to report, block and use helpline service to share any concerns.</p> <p><b>IT Skills</b> <b>Apps for Good</b> Working as a team to identify an issue to design an App to address and remedy.</p> <p><b>IT Skills</b> <b>PowerPoint</b> Preparing presentations and competition submission.</p>	<p><b>Digital Literacy</b> <b>Health, well-being and lifestyle</b> Exploring ways that technology can impact sleep and describe some strategies, advice and tips to promote a healthy balance to aid good sleep patterns.</p> <p><b>IT Skills</b> <b>Apps for Good</b> Working as a team to identify an issue to design an App to address and remedy.</p> <p><b>IT Skills</b> <b>PowerPoint</b> Preparing presentations and competition submission.</p>	<p><b>Digital Literacy</b> <b>Privacy and security &amp; copyright and ownership</b> Creating strong passwords, recognising how free apps use personal information and why some apps may request payment which I should seek permission from a trusted adult for.</p> <p><b>IT Skills</b> <b>Computer networks</b> Learning what a network is and how it is used in school.</p> <p><b>Coding</b> <b>Flowol</b> Applying the knowledge of flow charts to the software Flowol to control a programme such as traffic lights or a lighthouse.</p>	<p><b>Digital Literacy</b> <b>Managing online information</b> Evaluating content online and distinguishing between information, mis-information and dis-information.</p> <p><b>IT Skills</b> <b>Email</b> Learning how to send emails, replying to emails, sending attachments and recognising spam.</p> <p><b>Coding</b> <b>Crab maze</b> Coding a crab to move around a maze using condition coding and the 'If ... else..' coding blocks.</p>
Year 6	<p><b>Digital Literacy</b> <b>Self-image and online reputations</b> Recognising how media can shape ideas about gender, identifying how these can make people feel offline and how they feel they have to present themselves online.</p> <p><b>Coding</b> <b>Times table game</b> Applying a knowledge of times tables to create a game where you click the correct multiple of the given times tables and gain or lose points along the way.</p>	<p><b>Digital Literacy</b> <b>Online relationships</b> Explaining how impulsive and rash communications online can lead to problems both online and offline, identifying where I can report problems or get help from if this happens.</p> <p><b>IT Skills</b> <b>PowerPoint vs. Prezi</b> Using the software PowerPoint and Prezi software to create presentations, evaluating which is preferred and why.</p>	<p><b>Digital Literacy</b> <b>Online bullying</b> Explaining how to capture evidence of cyberbullying and how to use these to support me in reporting problems.</p> <p><b>Coding</b> <b>Catesian coordinates</b> Applying Maths knowledge of co-ordinates to code drawing shapes across the four quadrants.</p> <p><b>IT Skills</b> <b>Web research</b> Identifying terms and conditions used in apps and how bias can be used on websites.</p>	<p><b>Digital Literacy</b> <b>Health, well-being and lifestyle</b> Understanding age-regulated content, how technology can impact lifestyle and explaining the importance of self-regulation and the impact of not following this.</p> <p><b>IT Skills</b> <b>Apps for revision</b> Using a range of Apps such as IXL and SimpleMind+ to aid revision of key concepts.</p>	<p><b>Digital Literacy</b> <b>Privacy and security &amp; copyright and ownership</b> Using a range of strong passwords, understanding how to manage these, explaining permissions that certain apps require and how some companies target specific online content to gain money illegally.</p> <p><b>IT Skills</b> <b>Web publishing</b> Designing and publishing a blog that can reflect knowledge of what is safe to post online.</p>	<p><b>Digital Literacy</b> <b>Managing online information</b> Explaining how search engines work, defining the terms 'influence', 'manipulation' and 'persuasion', identifying how these can be a problem online.</p> <p><b>Coding</b> <b>Crumble shop windows</b> Using Crumble software to code physical outputs simultaneously (lights and motor) to light their DT pulley creation.</p> <p><b>IT Skills</b> <b>2 Design</b> Using 2DPrimary software to create 3D computer aided designs.</p>