Preston Grange Primary School
Computing Curriculum

Nursery Overview

Autumn 1	Process simple positional vocabulary in the run of child initiated play. Match pairs to demonstrate a secure grasp of commonality
Autumn 2	Process and use positional vocabulary in large scale physical play.
Spring 1	Process and use positional language accurately in small world scenes and when building. Arrange 2D shapes, narrating choices with informal descriptions of properties. Explain how things work e.g windup toys pulleys.
Spring 2	Process and use positional language when out in the wider locality. Ascribe meaning to 3D shapes when building, according to their properties. Describe patterns on resources and the environment using everyday language or regularity and repetition to describe features.
Summer 1	Demonstrate a range of actions through with remote control toys Continue an ABAB linear pattern with everyday objects
Summer 2	Combine 2D and 3D shapes to make new shapes and narrate the effects created. Correct an error ABAB pattern. Participate accurately in ABAB repeated patterns of actions. Talk about things that have already happened and things that are going to happen.

Reception Overview

Autumn 1	Complete AB visual patterns. Narrate the pattern of the school day using now, next, after playtime, after lunch, before home time etc. Follow one step instructions.
Autumn 2	Sort by one criterion. Recognise the odd one out in a set. Create AB transient linear patterns. Narrate the pattern of the school day using morning, lunchtime, afternoon, evening, bedtime, daytime, night-time. Formulate and respond to I wonder, why? and how? questions. Follow two step instructions.Sort by one criterion. Recognise the odd one out in a set.
Spring 1	Narrate the pattern of the week using today, tomorrow, and yesterday. Begin to narrate the pattern of the week using the names of the days. Design with 2D shapes. Make 2D shapes out of other 2D shapes. Observe, notice and discuss and record weather patterns across days and weeks Imitate more complex rhythm patterns with tapping instruments. Articulate simple problem solving approaches.
Spring 2	Sort 2D shapes according to properties. Narrate the pattern of the week using the names of the days. Interpret google earth street view of the route between school and Lidl.
Summer 1	Name and describe attributes of 3D shapes in relation to their usefulness when model building. Narrate the pattern of a week using the names of days, weekend, today, tomorrow, yesterday Process and follow three step instructions.
Summer 2	Continue and create more complex linear patterns. Continue and create circular and symmetrical designs with 2D and 3D shapes Sort 3D shapes according to properties. Play games where they give instructions to each other.

KS1 Overview

Year	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 1	Technology around us CS, AL	Digital painting ET, CM	Moving a robot AL,PG	Grouping data DI,AL	Digital writing ET, CM	Programming animations PG, DD
Year 2	Information technology around us NW, CS	Digital photography ET, CM	Robot algorithms AL, PG	Pictograms DI, ET	Making music CM, DD	Programming quizzes PG, DD

Teach Computing

Key		AL Algorithms
CS Computing systems	ET Effective use of tools	SS Safety and Security
CM Creating media	NW Networks	IT Impact of technology
DI Data and information	PG Programming	DD Design and development

KS2 Overview

Year	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 3	Connecting computers NW, CS	Stop-frame animation ET, CM	Sequencing sounds PG, DD	Branching databases DI, ET	Desktop publishing ET, CM	Events and actions in programs PG,DD
Year 4	The internet NW, SS	Audio editing ET, CM	Repetition in shapes AL, PG	Data logging CS, DI	Photo editing ET, CM	Repetition in games PG, DD
Year 5	Sharing information NW, ET Unit overview	Video editing CM, DD	Selection in physical computing PG, CS	Flat-file databases DI, ET	Vector drawing ET, CM	Selection in quizzes AL, PG
Year 6	Internet communication NW, ET	Webpage creation CM, DD	Variables in games PG, DD	Introduction to spreadsheets ET, DI	3D modelling ET, CM	Sensing PG, CS

Key		AL Algorithms
CS Computing systems	ET Effective use of tools	SS Safety and Security
CM Creating media	NW Networks	IT Impact of technology
DI Data and information	PG Programming	DD Design and development

Teach Computing

E-Safety Overview

	Media Balance Is Important
1	**Pause for People**
	Safety in My Online Neighborhood
	Pause & Think Online
2	**How Technology Makes You Feel**
	Internet Traffic Light
	We the Digital Citizens
	Device-Free Moments
	That's Private!
3	**Digital Trails**
	Who Is in Your Online Community?
	Putting a STOP to Online Meanness
	Let's Give Credit!

	Your Rings of Responsibility
	Password Power-Up
4	**This Is Me**
	Our Digital Citizenship Pledge
	The Power of Words
	Is Seeing Believing?
	My Media Choices
	Private and Personal Information
5	**Our Online Tracks**
	Keeping Games Fun and Friendly
	Be a Super Digital Citizen
	A Creator's Rights and Responsibilities
	Finding My Media Balance
	You Won't Believe This!
	Beyond Gender Stereotypes
6	**Digital Friendships**
	Is It Cyberbullying?
	Reading News Online

Media Balance & Well-Being

Privacy & Security

Digital Footprint & Identity

Relationships & Communication

Cyberbullying, Digital Drama, & Hate Speech

News & Media Literacy