



MICKLEY VILLAGE
PRIMARY & NURSERY SCHOOL



Computing overview

EYFS – following 1-year long term plan (Barefoot Computing)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Awesome Autumn	Busy Bodies	Super Space	Spring Time	Boats Ahoy	Summer Fun

KS1 and KS2 2-year cycle



Cycle A (Teach Computing)

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Adventurers Year 1/2	Computing Systems and Networks Y1: Technology around us (CS)	Computer systems and Networks Y2: IT Around Us	Programming A Y1: Moving a robot (CS)	Programming A Y2: Robot Algorithms (CS)	Programming B Y1: Programming animations (CS)	Programming B Y2: Programming Quizzes (CS)
Pioneers Year 3/4/5	Computing Systems and Networks Y3: Connecting Computers (CS)	Computer Systems and Networks Y4: The Internet (CS)	Programming A Y3: Sequencing Sounds (CS)	Programming A Y4: Repetition in Shapes (CS)	Programming B Y3: Events and actions (CS)	Programming B Y4: Repetition in Games (CS)

Cycle B (Teach Computing)

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Adventurers Year 1/2	Data and Information Y1: Grouping Data (IT)	Data and Information Y2: Pictograms (IT)	Creating Media Y1: Digital Writing (IT)	Creating Media Y2: Digital Photography (IT)	Creating Media Y1: Digital Painting (IT)	Creating Media Y2: Digital Music (IT)
Pioneers Year 3/4/5/6	Data and information – Flat-file databases (Y5)	Data and information – Introduction to Spreadsheets (Y6)	Creating media - Video production (Y5)	Creating media – Web page creation (Y6)	Creating media - Introduction to vector graphics (Y5)	Creating media – 3D Modelling(Y6)/ Using the micro:bit for primary to secondary transition (Y6)