Long Sutton Primary School

Overview of Computing (EYFS)

	Autumn Term		Spring Term		Summer Term	
Nursery	Me and My Community	Let's Celebrate	My World	Sunshine and Flowers	Colour, Create and Make	People and Places
	Development of early computational thinking. (Logica, Algorithms, Decomposition, Creating)		Development of early computational thinking. (Algorithms, Persevering, Celebrating)		Development of early computational thinking. (Creating, Pattern, Persevering)	
Reception	This is Me	Tell Me a Story	Near and Far	Real Life Superheroes	Down on the Farm	Outdoor Explorers
	Development of early computational thinking. (Algorithms, Decomposition, Debugging)		Development of early computational thinking. (Algorithms, Decomposition, Creating, Tinkering, Logic, Patterns, Abstraction, Collaborating) Programming		Digital Photography Creating Media	

Be A Star!

Strength Teamwork Ambition Respect

Long Sutton Primary School

Overview of Computing (KS1)

The Computing Curriculum at Key Stage 1 is taught using the scheme of work produced by 'Oak National Academy'.

	Autumn Term		Spring Term		Summer Term	
Year 1		Computing Basics Digital Writing		Creating Animations in Programs		Programming: Moving a Robot
Year 2	Using IT to Organise and Present Data		Building Sequences in Programs		Information Technology in the World Beyond School	

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Overview of Computing (KS2)

The Computing Curriculum at Key Stage 2 is taught using the scheme of work produced by 'Oak National Academy'.

	Autumn Term		Spring Term		Summer Term	
Year 3		Desktop Publishing		Organise Data using Databases		Events and Actions in Programmes
Year 4	Repetition in Programmes		The Internet		Data Logging	
Year 5		Exploring Selection in Physical Computing		Video Production		Flat File Databases
Year 6	Using Variables in Programming to Develop a Game		Introduction to Spreadsheets		Web Page Creation	

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