

## Bressingham Primary School – Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	In Early Years, computing is covered through responsive planning within Understanding the World, contributing to the People, Culture and Communities Early Learning Goal. (Technology is no longer an ELG).					
Year 1	Internet Safety (2) Grouping and Sorting (2) Pictograms (3)	Exploring Purple Mash (2) Lego Builders (3)	Maze Explorers (3) Animated Story Books (5)		Coding (6) Spreadsheets (3) Technology Outside School (2)	
Year 2	Internet Safety (3) Coding (5) Spreadsheets (4)		Questioning (5) Effective Searching (3)		Creating Pictures (5) Making Music (3) Presenting Ideas (4)	
Year 3	Internet safety (3) Spreadsheets (3) Coding (6)		Touch Typing (4) Email (inc email safety) (6)		Branching Databases (4) Simulations (3) Graphing (3) Optional – Presenting with Microsoft PowerPoint (1)	
Year 4	Internet safety (4) Coding (6) Optional - Making Music (1)		Spreadsheets (6) Writing for Different Audiences (5)		Logo (4) Animation (3) Effective Search (3) Hardware investigations (2)	
Year 5	Internet safety (3) Coding (6) Optional – Word Processing (Microsoft Word) (1/2)		Spreadsheets (6) Databases (4)		Game Creator (5) 3D Modelling (4) Concepts Maps (4)	
Year 6	Internet safety (2) Coding (6) Optional – Understanding Binary (1) Optional - Spreadsheets (Microsoft Excel) (1/2)		Spreadsheets (5) Blogging (5)		Text Adventures (5) Networks (3) Quizzing (6)	