Ursuline Catholic Primary School
Curriculum Overview: Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Introduce pupils to the three strands of computing: Computer Science, Information Technology and Online Safety. Utilise both screen-based and unplugged activities					
1	**To connect:** Computer systems and networks - Technology around us		**To code:** Programming - Moving a robot		**To collect:** Data and information - Grouping data	
2	**To connect:** Computer systems and networks - IT around us		**To code:** Programming - Robot algorithms		**To communicate:** Creating media - Digital Photography	
3	**To connect:** Computing systems and networks - Connecting computers		**To code:** Programming - Events and actions		**To collect:** Data and information - Branching databases	
4	**To connect:** Computing systems and networks - the Internet		**To code:** Programming - Repetition in games		**To communicate:** Creating media - Photo editing	
5	**To connect:** Computing systems and networks - Sharing information		**To code:** Programming - Selection in quizzes		**To collect:** Data and information - Flat-file databases	
6	**To connect:** Computing systems and networks – Communication		**To code:** Programming - Variables in games		**To communicate:** *Creating media - Web page creation*	