

Midsomer Norton Primary School Computing Overview – Based on ‘Teach Computing’ Scheme of Work

Y1/ 2	A	Computing systems and networks – Technology around us (Y1)	<p>Creating media – Digital painting (Y1)</p> <p>Paintz</p> <p>Creating media – Digital writing (Y1)</p> <p>Googledocs</p>	<p>Creating media – Making music (Y2)</p> <p>Chrome Music Lab</p>	<p>Data and information – Grouping data (Y1)</p> <p>Ext: pictograms (Y2)</p>	<p>Programming A – Moving a robot Y1 (Y1)</p> <p>Roamer</p>	<p>Programming B – Introduction to animation (Y1)</p> <p>Scratch Jr</p>
Y1/ 2	B	Computing systems and networks – IT around us (Y2)	<p>Creating media – Digital painting (Y1)</p> <p>Paintz</p> <p>Creating media – Digital writing (Y1)</p> <p>Googledocs</p>	<p>Creating media – Digital photography (Y2)</p> <p>Pixlr</p>	<p>Data and information – Pictograms (Y2)</p> <p>Ext: bar charts</p>	<p>Programming A – Robot algorithms (Y2)</p> <p>Roamer</p>	<p>Programming B – An introduction to quizzes (Y2)</p> <p>ScratchJr</p>
Y3/ 4	A	Computing systems and networks – Connecting computers (Y3)	<p>Creating media – Animation (Y3)</p> <p>imotion app</p>	<p>Creating media – Desktop publishing (Y3)Google Slides</p> <p>Lucid Press</p>	<p>Data and information – Branching databases (Y3)</p> <p>Google Slides</p>	<p>Programming B – Events and actions (Y3)</p> <p>Scratch</p>	<p>Programming A – Repetition in shapes (Y4)</p> <p>Turtle Academy (Logo)</p>
Y3/ 4	B	Computing systems and networks – The Internet (Y4)	<p>Creating media – Photo editing (Y4)</p> <p>Paint.net</p>	<p>Creating media – Audio editing (Y4)</p> <p>Podcasting – anchor app/ garageband</p>	<p>Data and Information Data logging</p> <p>icelsius/ science journal</p>	<p>Programming A – Sequence in music (Y3)</p> <p>Scratch</p>	<p>Programming B – Repetition in games (Y4)</p> <p>Scratch</p>
Y5/ 6	A	Computing systems and networks – Sharing information (Y5)	<p>Creating media – Vector drawing (Y5)</p>	<p>Creating media – Video editing (Y5)</p>	<p>Data and information – Flat-file databases (Y5)</p>	<p>Programming A – Selection in physical computing (Y5)</p>	<p>Programming B – Selection in quizzes (Y5)</p>

			inker	imovie (can include green screening)	Googlesheets	Codey Rocky (MakeBlocks)/ Microbit	Scratch
Y5/ 6	B	Computing systems and networks – Communication (Y6)	Creating media – 3D Modelling (Y6) Tinkercad	Creating media – Web page creation (Y6) Googles sites	Data and information – Spreadsheets (Y6) Googlesheets	Programming A – Variables in games (Y6) Scratch	Programming B – Sensing (Y6) Microbit