



Computing Overview 2024/25 – Oldfield Primary School

Year Group/Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception Throughout the year	Interactive whiteboard	Home learning	Touch table	Ipads	Coding mouse	Codapillar
Year 1	Learning to log on. Safety and Data & Information Dinosaurs	Algorithms and Programming – Traditional Stories	How Computers Work- Computers in everyday life	Algorithms and Programming – J2E/jit Screen turtle	Data & Information Handas Surprise	Communication & E-safety –Sea & Coast
Year 2	Algorithms and Programming –Oliver’s vegetables	Algorithms and Programming –Fairy Tales & B bots	How Computers Work. Labelling main parts and understanding what they do -Zoos	Communication & E-safety – Golden rules - Padlet	Data & Information Habitats –minibeasts	Communication & E-safety - Pirates
Year 3	How Computers work & Networks Fantastic Mr Fox – Roald Dahl	Algorithms and Programming – Robots – Number puzzles	Communication & E-safety Kings, Queens & castles	Algorithms and Programming – Scratch - Aliens	Data & Information Chocolate Factory	Communication & E-safety Superheroes
Year 4	Communication & E-safety Robin Hood – Myths & Legends	How Computers Work – Science Fiction	Algorithms and Programming – Scratch _ Dragons	Data & Information The Normans – Bayeux Tapestry and Timelinesintro to Excel	Creating Media – Photo Editing	Algorithms and Programming – Rainforest Quiz
Year 5	Algorithms and Programming – King Athur’s codes	How Computers Work – Railway Children. Networks and trains	Communication & E-safety Home pages for China	Data & Information Kensuke’s Kingdom Socrative	Algorithms and Programming – Scratch – Maze Game	Communication & E-safety – Arctic animals & expeditions
Year 6	How Computers Work – Journey to the River Sea/	Algorithms and Programming –Scratch & Alice, Microbits	Data & Information Apps for Africa Comparing Year 6 pupils to others around the world	Microbit – coding using with Scratch	Creating Media 3D modelling. Looking at 3D printer	Algorithms and Programming, Communication & E-safety, Data & Information – final project. HTML
Safeguarding- Internet safety: Integrate throughout all activities						