WEMBLEY PRIMARY SCHOOL CURRICULUM

COMPUTING OVERVIEW

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|--------|--|---|---|--|--|---|
| YEAR 1 | Keeping safe Online Safety | Creating with text, sounds and images Word | Keeping safe and evaluation information Navigating websites | Programming, gaming and modelling 1 BeeBots | Programming, gaming and modelling 2 Tynker and J2E Turtle | Programming, gaming and modelling 3 Daisy the Dinosaur |
| YEAR 2 | Keeping safe Online Safety | Programming, gaming and modelling 1 Busythings | Keeping safe and evaluation information Internet as a Search Tool | Programming, gaming and modelling 2 J2E Turtle | Programming, gaming and modelling 3 Hopscotch | Collecting, finding and using information JIT Graph |
| YEAR 3 | Keeping safe Online Safety Communicating and collaborating Emails | Programming, gaming and modelling 1 Kodable | Creating with text, sounds and images PowerPoint | Programming, gaming and modelling 2 Lego WeDo | Communicating and collaborating Blogging | Programming, gaming and modelling 3 Kodu |
| YEAR 4 | Keeping safe Online Safety Creating with text, sounds and images Class/topic Wiki | Programming, gaming and modelling 1 Lightbot | Programming, gaming and modelling 2 Lego WeDo | Communicating and collaborating Audacity – Creating music | Collecting, finding and using information Excel | Programming, gaming and modelling 3 Kodu |
| YEAR 5 | Keeping safe Online Safety Creating with text, sounds and images Audacity - Podcasts | Programming, gaming and modelling 1 Lego WeDo | Communicating and collaborating App Maker | Programming, gaming and modelling 2 Logo | Collecting, finding and using information Excel | Programming, gaming and modelling 3 Scratch |
| YEAR 6 | Keeping safe Online Safety Programming, gaming and modelling 1 Lego WeDo | Creating with text, sounds and images PowerPoint | Creating with text, sounds and images Movie making | Programming, gaming and modelling 2 Logo | Collecting, finding and using information Excel | Programming, gaming and modelling 3 Scratch |