



Wallsend Jubilee Primary School:

Topic Overview – Computing

Year	Autumn:		Spring:		Summer:	
Nur	Exploration through Role Play (CS)	Using the IWB (IT)	Instructions (CS)	Buttons and Movement (CS)	Finding Information (IT) (DL)	Exploring a Computer (IT)
Rec	How things work (CS)	Using Simple Software (IT)	Using Tech to support learning (CS)	Exploring beebots (CS)	Intro to the Internet (IT) (DL)	Using a Computer (IT)
1	Action Algorithms (CS)	An intro to digital art. (IT)	Exploring Machines we control. (CS) (DL)	Programming Direction (CS)	Making multimedia stories (IT)	Exploring digital sound. (IT)
2	Programming with Logo (CS)	Intro to Animation (IT)	Finding & Presenting Information (IT) (DL)	Programming with Scratch Jnr (CS)	Writing in different styles. (IT)	Beginning to present (IT)
3	Real life algorithms (CS)	Lego WeDo (CS)	Databases (IT)	Programming with Scratch – Maze Games (CS)	Getting started with Kodu (CS)	Communication & Collaboration (IT) (DL)
4	Scratch – programming animation (CS)	Lego WeDo – Give it a scratch (CS)	Searching the Web (IT) (DL)	3D Design – Sketch up (IT)	Kodu Sports (CS)	Collaborative Websites (IT) (DL)
5	Programming Robots (CS)	Manipulating Sound (IT)	Collecting, testing, presenting data. (IT) (DL)	Raspberry Pi (CS)	Kodu 3D Pac Man (CS)	What is a computer? (IT) (DL)
6	Sonic Pi (CS)	Manipulating Images (IT)	Video Editing (IT) SATS TERM		Raspberry Pi (CS)	Inside the internet (IT) (DL)

Computing is taught every day for 1 week per half term. Each topic is taught for approximately one-half term; this allows for full curriculum coverage, accurate assessment and clear opportunities for deeper learning to occur.

Key

CS – Computer Science

IT – Information Technology

DL – Digital Literacy