Holy Family Catholic Primary School - Computing Topic Overviews

EYFS – Nursery and Reception					
Mandatory Skills	**Mandatory Skills**	**Digital Literacy**	**Digital Literacy**	**Information Technology**	**Computer Science**
Nursery					
I can do the basics with technology. I can go online. I can use a camera.	I can do the basics with technology. I can go online. I can use a camera.	I can discuss the use of technology in the world around me.	I can discuss the use of technology in the world around me.	I can select and use technology for particular purposes.	I can give instructions to a programmable toy.

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EYFS – Nursery and Reception					
My Online Life (Digital Literacy)	**Talking Technology (Information Technology)**	**Nursery Rhyme Coding (Computer Science)**	**Technology & Me (Digital Literacy)**	**Animal Safari (Information Technology)**	**Robots (Computer Science)**
Reception					
The many different types of media content including; sound, images, books, podcasts /audiobooks and video via the web.

How the Internet can be used to communicate with others.

Simple online safety rules.

Explore how people create online content such as video and websites. | How various devices and apps can be used in the classroom.

Independently choose an application for a particular purpose. e.g drawing a picture.

Type keywords in a search engine (Google). | Explain a simple algorithm as a list of instructions that solves a problem.

Sequence a series of events and explain the importance of sequencing.

Control a range of 'toys' using remote controls and do this with purpose and direction.

Action/reaction: "what do you think will happen?" when using technology or attempting to solve a problem.

How to access the web on a classroom device.

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Cycle B – Key Stage 1 – Years 1 and 2					
Online Buddies (Digital Literacy)	Code a story (Computer Science)	Story Land (Information Technology)	Online Life (Digital Literacy)	Heads Up (Byte Size & Fun)	Maths Madness (Byte Size & Fun)
How can we use technology to communicate? How should we communicate when using technology? Can you communicate positively? Reflect, evaluate and Feedback?	What does download mean? What does sign in mean? Can we write a story? Can we code a story? What is a program? How can we present our work?	What is a story map? What is a page layout? How can we use technology to improve our work? How can we make a digital book? What is publishing? What is downloading? What is a book launch?	Can you trust everyone you meet online? How do you use the internet to communicate? Do you always think before you post or comment online? Do you understand the terms online bullying and the consequences of it? Who owns the information on the internet? Can you believe everything you read online? How should I behave online? How can we make our online lives secure?	Can you use a search engine? Do you know the terms used in computing? Can you improve your digital work? Can you make a simple game?	What is a QR code? How do you scan a QR code? How do you make a video? How do you share a video? How do you use Seesaw?

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Cycle B – Lower Key Stage 2 – Years 3 and 4					
Fake or Real (Digital Literacy)	**Hour of Code** (Computer Science)	**Dinosaurs** (Information Technology)	**Online Life** (Digital Literacy)	**Wizard School** (Byte Size & Fun)	**Minecraft Challenge** (Byte Size & Fun)
What is a Fake News? Can you identify Fake News? Why would anyone share Fake News? How can you spot fake news? Can you identify fake news stories? Reflect, Feedback and Improve?	What is coding? Why is coding important? What is visual coding? What is an algorithm? What is a program? What is a conditional statement?	Can you write a script? Can you create a storyboard? Can you make a film? Can you master basic filming techniques? Can you edit video clips? Can use AR and special effects? Can you create and add music to a film?	What is your Online Identity? Can you control your own online reputation? How do you build safe online relationships? What can you do to stop online bullies? How do you interpret online information? What does it mean for your own online profiles? How can you ensure technology does not take over your life? How can you protect your online information and accounts? Who owns content online?	What is creative writing? How can I make a digital book? What is media? What is a font? What is an ePub? How do I publish my book?	Can you play Minecraft? How can we apply maths? Can we complete some maths challenges? Can we create simple and not so simple challenges for other children?

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Cycle B – Upper Key Stage 2 - Years 5 and 6					
You Tuber (Digital Literacy)	**Girls v Boys Steam Challenge** (Computer Science)	**Making AR Games** (Information Technology)	**Online Life** (Digital Literacy)	**Video Game Music Composer** (Byte Size & Fun)	**News Reporter and Podcaster** (Byte Size & Fun)
What is a YouTuber? Why are YouTubers popular? How do they make money as a YouTuber? What happens when it goes wrong? Can you create your own vlog? Can you edit your video so it could be broadcast online? How can I improve my vlog?	Can you master computational thinking? Can work as a team? Can you use a variety of apps? Can you present your work in creative ways? Can you build and create?	Can you master computational thinking? Can work as a team? Can you use a variety of apps? Can you present your work in creative ways? Can you build and create?	What does your online life say about you? What's an online community? What judgements do you make about other peoples' online life? How can you protect yourself from online bullies? How do you interpret online information? How reliable is the information you read online? Can technology impact on your sleep? How secure are you with your online information and accounts? Can you copy anything you find on the internet?	What is a Music Composer? What is a brief? How is digital music made? What is an audio loop?	What is a podcast? How do I listen to podcasts? How do children benefit from making a podcast? How do I make a podcast? What can I put in a podcast? How can I publish a podcast?