Computing Overview EYFS/KS1/KS2

EYFS/KS1	Autumn	Spring	Summer	
TOPIC	Digital Painting	Information Technology	Coding	
CYCLE A 24-25 UNITS	How can I use a program to create a piece of artwork?	Where can I find information technology in the world beyond school?	How can I build and run a successful program? (Y1)	
			What is an algorithm? (Y2)	
TOPIC	Digital Writing	Information Technology	Coding	
CYCLE B 25-26 TOPIC	How can I create writing on a computer?	How can IT be used to organise and present data?	How can I build and run a successful program? (Y1)	
			What is an algorithm? (Y2)	

LKS2	Autumn		Spring		Summer	
Cycle A 24-25 TOPIC	How do I create network infrastructure?	How do I create a stop frame animation?	How do I collect and organise data?	How can I use tools effectively to create media?	Can I develop strategies to build an effective algorithm?	How do I combine my knowledge of coding to build an interactive game?
Cycle B 25-26 TOPIC	How to evaluate the reliability and accuracy of online content?	How can I create a podcast?	How can I use a computer to analyse data?	How to evaluate the effectiveness of editing images.	Can I develop strategies to build an effective algorithm?	How do I combine my knowledge of coding to build an interactive game?

UKS2	Autumn		Spring		Summer	
Cycle A 24-25 TOPIC	How do search engines work?	How do I create a video production?	How can flat file databases organise data?	How can drawing tools create vector images?	How do variables and functions enhance an algorithm?	Can I combine my coding knowledge and apply to sprite lab?
Cycle B 25-26 TOPIC	How does the internet facilitate online communication?	How do I create a webpage?	How do I format data and examine formulas?	How ca I produce 3D modelling?	How do variables and functions enhance an algorithm?	Can I combine my coding knowledge and apply to sprite lab?