

ST MARY'S RC PRIMARY SCHOOL LONG TERM OVERVIEW



Computing

Information Technology

Digital Literacy

Computer Science — Programming

Computer Science – Theory

	Autumn	Spring	Summer
Year I			E-safety: media players Typing skills Basic word processing Components of a computer Creating a multimedia e-book Programming sequences of commands to animate pictures
Year 2		E-safety: basic rules Technology uses beyond school Creating a multimedia e-book Internet searching skills Basic photo editing skills Technology uses beyond school Programming sequences of commands to animate pictures Use Seesaw	
Year 3	Word processor text formatting tools Photo collages Creating posters using text boxes Programming commands to run at different times	Algorithms Using conditional events in programs Digital communication methods E-sa fety: passwords	Exploring digital maps Uses of technology and their impact Digital painting Creating an e-book E-safety: gaming safely
Year 4	URLS and the topology of the Internet E-safety: child-friendly websites Internet searching skills Photo editing Movie making Online quiz making	LOGO-type programming Using a variable in a program Using repeat events in a program Debugging	Trifold leaflet design Board game design Internet terminology E-safety: Message sharing consequences
Year 5	Poster design Spreadsheets <mark>Internet searching skills</mark> Drawing tools — shape pictures	E-safety: Zip it Block it Flag it History of technology Linear on-screen presentation Using numbers in a program	E-safety: messaging safely, sharing safely and vlogging rules Photo editing Impact of technology on society
Year 6	nternet searching skills App design Photo editing Animation presentation E-sa fety: sharing photos sa fely	Algorithms and flowcharts Programming complex games Digital maps — route finding E-safety: Digital footprints Spreadsheet maths programs E-safety: digital citizen behaviours	E-sa fety: concept cartoons Stop motion animations Binary numbers