

Computing: Teaching Units (Whole school overview) 2022/23

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
Reception	Computing systems and networks: Using a computer	Programming: All about instructions	Programming: Exploring hardware	Data handling: Introduction to data	
Year 1/2 A	Online Safety: Online safety Year 1	Computing systems and networks: Improving mouse skills	Programming: Algorithms unplugged	Creating media: Digital imagery	Programming: Bee-Bot
Year 1/2 B	Online Safety: Online safety Year 2	Computing systems and networks: What is a computer?	Programming: Algorithms and debugging	Data handling: International Space Station	Programming: Scratch Jr.
Year 3	Online Safety: Online safety Year 3	Computing systems and networks: Networks and the internet	Computing systems and networks: Journey inside a computer	Creating media: Video trailers using iPads	Programming: Scratch
Year 4	Online Safety: Online safety Year 4	Programming: Further programming with Scratch	Data handling: Investigating weather	Programming: Computational thinking	
Year 5/6 A	Online Safety: Online safety Year 5	Computing systems and networks: Search engines	Data handling: Mars Rover	Creating media: Stop motion animation with cameras	Programming: Programming music with Sonic Pi
Year 5/6 B	Online Safety: Online safety Year 6	Computing systems and networks: Bletchley Park	Data handling: Big data	Programming: Introduction to Python	