



Abbey Park Primary School

Belonging, Achieving, Thriving

Computing Overview

Topics and Key Words

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	<p>In Early Years children are exposed to IT equipment in role play areas, for example, keyboards, play iPad, play cameras and old phones. IWB and pen are used for sensory learning. iPads are used for taking photos and touch screen interaction. A painting programme is used for choosing colours and brush sizes and for mark making and writing names. The Bee Bot app is used on the iPads as well as the physical Bee Bots for moving forwards, backwards and turning.</p> <p>Keyboard, iPad, camera, Interactive white board, Bee Bots</p>					
Year 1	Computing Systems Technology around us Monitor Keyboard Mouse Save	Creating media Digital painting Paint Line tool Shapes Brush size	Creating media Digital writing Bold Italic Underline Space key	Programming Introduction to animation Sprite Start Blocks Program	Programming Moving a robot Robot Command Forwards Backwards	Data and information Grouping data Labels Group
Year 2	Creating media Digital photography Digital Photograph Landscape Portrait Image	Information Technology around us Information technology Systems Networks	Creating media Making music Music Rhythm Pattern Sounds Instrument	Data and information Pictograms Tally chart Pictogram More than > Less than < Data	Programming Robot algorithms Sequence Test Command Mat Program Debug	Programming An introduction to quiz Character Sequence Image Sprite Outcome

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Data and information Branching databases Database Yea/No questions Theme Pictogram Group Tree structure	Programming Sequence in music Scratch Sprite Backdrop Code Command Algorithm	Computing systems and networks Connecting computers Device Input Output Process Connection Network	Programming Events and actions Program Maze Character Command Outcome Code	Creating media Animation Flipbook Animation Storyboard Frame Settings Characters	Creating media Desktop publishing Image Font Size Colour Page orientation Desktop
Year 4	Online safety and then Computing systems and networks, The internet Network Internet Connect World Wide Web Websites Content Media	Programming Repetition in shapes Code snippet Algorithm Loop Command Debug Sequence Given outcome	Data and information Data logging Data Sensor Import Sort Data logger Interpret Question	Creating media Audio editing Sound Input Output Playback Audio	Programming Repetition in games Repetition Code Outcome Count controlled Infinite loop Process Sprite Digital recording Podcast	Creating media Photo editing Image Edit Scenario Publication Retouch Fake Real

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	Creating media Photography Skills Powerpoint Powerpoint Image Pixel Transitions Crop Edit Slide show	Creating media Vector drawing Safe and effective use of email Vector Order Duplicate Attachment Inbox Server CC Group	Data and information spreadsheets Data collection, presentation and algorithms Cells Survey Rows Columns Cell reference Formula Total Table Algorithm Tally Bar charts Pie charts		Programming Using logo to create shapes and patterns Algorithm Loop Angle Sequence Command Values Refine Code	Computing systems and networks Parts of a computer Motherboard Processor RAM Fan Hard disc drive (HDD) Power supply
Year 6	Computing systems and networks Communication Searching the internet safely and effectively Desktop Publishing Search engine Results Influences Limitations Communication Private Online Web crawlers	Programming Embedded hyperlinks Using algorithms to create a quiz PowerPoint Multi-media View slide Hyperlink Outline Master GIF Online video Slideshow	Data and information Access Databases Database Data table Record Field Sort Filter Search Query search	Data and information Spreadsheets Data collection, presentation and algorithms Existing data set Relevant questions Data headings Spreadsheet Cell data type Formula Graph Table Duplicate	Creating media Website creation Media Website HTML Page layout Webpage Fair use Copyright free Navigation paths Hyperlink	Programming Scratch coding Variables in games Variable Place holder Memory Single value Algorithm Code Design Single value Game

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Computing systems and networks Impact of technology Collaborating online respectfully Desktop Publishing Social network Appropriate photographs Consent Social media page Messaging Secure password Anti-virus Brochure Good online citizen	Programming essentials Coding and Algorithms Flowol Sequence Flowol Process Delay Subroutine Output Start or stop Decision (question) Link Variable Comparison operations (<,>=)	Data and information Modelling Data Spreadsheet Excel Row Column Cell Formula Calculations (+,*,/,) SUM MAX MIN Primary source Secondary source Absolute cell reference Relative cell reference	Networks From semaphores to the Internet Build a PC Motherboard Power supply unit Graphics card aka video card Random access memory (RAM) Processor fan Processor / central processing unit (CPU) Hard disc drive (HDD)	Programming Essentials Scratch Algorithm Debug Costumes Rotate Operators Sensing Random Sounds If Code	Programming Sensing Microbots Accelerator Hardware Processor LED Temperature sensor Compass Light sensor USB interface