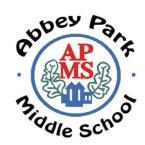


## Abbey Park Federation Computing Overview 2024 - 2025



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Early	In Early Years children are exposed to IT equipment in role play areas, for example, keyboards, play iPad,							
Years	play cameras and old phones.							
	IWB and pen are used for sensory learning. i Pads are used for taking photos and touch screen interaction.							
	A painting program	ume is used for choo	rsing colours and br	rush sizes and fo	or mark making an	d writing names.		
	The Bee Bot app in	r used on the iPads	as well as the phy	sical Bee Bots fo	or moving forwards	i, backwards		
	and turning.							
	Keyboard, Ipad, c	amera, Interactive w	hite board, Bee Bot	હ				
Year 1	Computing	Creating media	Creating media	Data and	Programming	Programming		
	Systems	Digital painting	Digital writing	information	Moving a robot	Introduction to		
	Technology			Grouping data		animation		
	around us	Paint	Bold		Robot			
		Line tool	Italic	Labels	Command	Sprite		
	Monitor	Shapes	Underline	Group	Forwards	Start		
	Keyboard	Brush size	Space key		Backwards	Blocks		
	Mouse					Program		
	Save							

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Creating media	Computing systems	Programming	Creating media	Data and	Programming
	Digital	and networks	Robot algorithms	Making music	information	An introduction
	photography	IT around us			Pictograms	to quizzes
			Sequence	Digital		·
	Music	Tally chart	Test	Photograph	Information	Character
	Rhythm	Pictogram	Command	Landscape	technology	Sequence
	Pattern	More than >	Mat	Portrait	Systems	Image
	Sounds	Less than <	Program	Image	Networks	Sprite
	Instrument	Data		_		Outcome
Year 3	Data and	Programming	Computing	Programming	Creating media	Creating media
	information	Sequence in music	systems and	Events and	Animation	
	Branching		networks	actions		Desktop
	databases	Scratch	Connecting		Flipbook	publishing
		Sprite	computers	Program	Animation	
	Database	Backdrop		Maze	Storyboard	Image
	Yea/No questions	Code	Device	Character	Frame	Font
	Theme	Command	Input	Command	Settings	Size
	Pictogram	Algorithm	Output	Outcome	Characters	Colour
	Group		Process	Code		Page orientation
	Tree structure		Connection			Desktop
			Network			Publisher

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	Online safety and	Programming	Data and	Creating media	Programming	Creating media
	then	Repetition in	information	Audio editing	Repetition in	Photo editing
	Computing	shapes	Data logging		games	
	systems and			Sound		Image
	networks	Code snippet	Data	Input	Repetition	Edit
	The internet	Algorithm	Sensor	Output	Code	Scenario
		Loop	Import	Playback	Outcome	Publication
	Network	Command	Sort	Audio	Count controlled	Retouch
	Internet	Debug	Data logger		Infinite loop	Fake
	Connect	Sequence	Interpret		Process	Real
	World Wide Web	Given outcome	Question		Sprite	
	Websites					
	Content				Digital recording	
	Media				Podcast	
Year 5	Creating media	Creating media	Data and informati	ion spreadsheets	Programming	Computing
	Photography	Vector drawing	Data collection, pr	esentation and	Using logo to	systems and
	Skills	Safe and effective	algorithms		create shapes	networks
	Powerpoint	use of email			and patterns	Parts of a
			Cells	Survey		computer
	Powerpoint	Vector	Rows.	Columns	Algorithm	
	Image	Order	Cell reference	Formula	Loop	Motherboard
	Pixel	Duplicate	Total	Table	Angle	Processor
	Transitions	Attachment	Algorithm	Tally	Sequence	RAM
	Crop	Inbox	Bar charts	Pie charts	Command	Fan
	Edit	Server			Values	Hard disc drive
	Slide show	CC			Refine	(HDD)
		Group			Code	Power supply

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6	Computing	Programming	Data and	Data and	Creating media	Programming
	systems and	Embedded	information	information	Website creation	Scratch coding
	networks	hyperlinks	Access Databases	Spreadsheets		Variables in
	Communication	Using algorithms		Data collection,	Media	games
	Searching the	to create a quiz	Database	presentation	Website	
	internet safely	Power Point	Data table	and algorithms	HTML	Variable
	and effectively		Record		Page layout	Place holder
	Publisher	Multi-media	Field	Existing data	Webpage	Memory
		View slide	Sort	set	Fair use	Single value
	Search engine	Hyperlink	Filter	Relevant	Copyright free	Algorithm
	Results	Outline	Search	questions	Navigation	Code
	Influences	Master	Query search	Data headings	paths	Design
	Limitations	GIF		Spreadsheet	Hyperlink	Single value
	Communication	Online video		Cell data type		Game
	Private	Slideshow		Formula		
	Online			Graph		
	Web crawlers			Table		
	Publisher			Duplicate		

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