



Abbey Park Federation Computing Overview 2024 - 2025

	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.</p> <p>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	Data and information Grouping data Labels Group	Programming Moving a robot Robot Command Forwards Backwards	Programming Introduction to animation Sprite Start Blocks Program

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

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

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

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