



Burscough Bridge Methodist School  
Yearly Overview

KS1 (Year 1-2) Computing Overview						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	**INTERNET SAFETY TO BE FED INTO LESSONS DURING EVERY HALF TERM**					
Cycle A	<u>Technology Around Us</u>  Recognising technology in school and using responsibly	<u>Digital Painting</u>  Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	<u>Moving a Robot</u>  Writing algorithms and programs for floor robots, and predicting program outcomes	<u>Grouping Data</u>  Exploring object labels, then using them to sort and group objects by properties	<u>Digital Writing</u>  Using a computer to create and format text, before comparing to writing non-digitally	<u>Programming Animations</u>  Designing and programming the movement of a character on screen to tell stories
Cycle B	<u>Information Technology Around Us</u>  Identifying IT and how its responsible use improves our world in school and beyond	<u>Digital Photography</u>  Capturing and changing digital photographs for different purposes	<u>Robot Algorithms</u>  Creating and debugging programs, and using logical reasoning to make predictions	<u>Pictograms</u>  Collecting data in tally charts and using attributes to organise and present data on a computer	<u>Making Music</u>  Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	<u>Programming Quizzes</u>  Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz



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KS2 (Year 3-6) Computing Overview Cycle A						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	**ONLINE SAFETY EMBEDDED THROUGHOUT ALL UNITS OF WORK**					
Y3/4	<u>Connecting Computers</u>  Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	<u>Stop-frame Animation</u>  Capturing and editing digital still images to produce a stop frame animation that tells a story.	<u>Sequencing Sounds</u>  Creating sequences in block-based programming language to make music.	<u>Branching Databases</u>  Building and using branching databases to group objects using yes/no questions	<u>Desktop Publishing</u>  Creating documents by modifying text, images, and page layouts for a specified purpose	<u>Events and Actions in Programs</u>  Writing algorithms and programs that use a range of events to trigger sequences of actions
Y5/6	<u>Sharing Information</u>  Identifying and exploring how information is shared between digital systems	<u>Video Editing</u>  Planning, capturing, and editing video to produce a short film	<u>Selection in Physical Computing</u>  Exploring conditions and selection using a programmable microcontroller	<u>Flat-file Databases</u>  Using a database to order data and create charts to answer questions	<u>Vector Drawing</u>  Creating images in a drawing program by using layers and groups of objects	<u>Selection in Quizzes</u>  Exploring selection in programming to design and code an interactive quiz



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KS2 (Year 3-6) Computing Overview Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	**ONLINE SAFETY EMBEDDED THROUGHOUT ALL UNITS OF WORK**					
Y3/4	<u>The Internet</u>  Recognising the internet as a network of networks including the WWW, and why we should evaluate online content	<u>Audio Editing</u>  Capturing and editing audio to produce a podcast, ensuring copyright is considered	<u>Repetition in Shapes</u>  Using a text-based programming language to explore count-controlled loops when drawing shapes	<u>Data Logging</u>  Recognising how and why data is collected over time, before using data loggers to carry out investigations	<u>Photo Editing</u>  Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled	<u>Repetition in Games</u>  Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Y5/6	<u>Internet Communication</u>  Recognising how the WWW can be used to communicate and be searched to find information	<u>Webpage Creation</u>  Designing and creating webpages, considering copyright, aesthetics and navigations	<u>Variables in Games</u>  Exploring variables when designing and coding a game	<u>Introduction to Spreadsheets</u>  Answering questions by using spreadsheets to organise and calculate data	<u>3D Modelling</u>  Planning, developing and evaluating 3D computer models of physical objects	<u>Sensing</u>  Designing and coding a project that captures inputs from a physical device