

**ABINGDON PRIMARY SCHOOL –
Computing Yearly overview CYCLE A**



CURRICULUM AREA	FS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Autumn	Ongoing throughout the year:	Digital Literacy - Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4 Programs – Purple Mash		Digital Literacy - Unit 3.2 Online Safety Number of lessons – 3 Programs – Purple Mash		Digital Literacy - Unit 5.2 Online Safety Number of lessons – 3 Programs – Purple Mash	
	Technology Around Us	Digital Literacy - Unit 2.5 Effective Searching Number of lessons – 3 Programs – Google Chrome		Computer Science – Unit 3.1 Coding Crash Course Number of lessons – 8 Programs – 2Code		Computer Science – Unit 5.1 Coding Crash Course Number of lessons – 8 Programs – 2Code	
	Hardware	Computer Science - Unit 1.4 Lego Builders Number of lessons – 3 Programs – 2DIY		Information Technology - Unit 3.3 Spreadsheets Crash Course Number of lessons – 3 Programs – 2Calculate		Information Technology - Unit 5.3 Spreadsheets Crash Course Number of lessons – 6 Programs – 2Calculate	
	Online Safety						
Spring	Drawing skills	Digital Literacy - Unit 1.9 Technology outside of school Number of lessons – 2 Programs – Purple Mash		Information Technology - Unit 3.4 Touch Typing Number of lessons – 4 Programs – 2Type		Information Technology - Unit 5.4 Databases Number of lessons – 4 Programs – 2Question, 2Investigate	
	Photography	Computer Science - Unit 1.2 Grouping & Sorting Number of lessons – 2 Programs – 2DIY		Digital Literacy – Unit 3.5 Email (including email safety) Number of lessons – 6 Programs – 2Email, 2Connect, 2DIY		Computer Science – Unit 5.5 Game Creator Number of lessons – 5 Programs - 2DIY 3D	
		Information Technology - Unit 2.6 Creating Pictures Number of lessons – 5 Programs – 2PaintAPicture		Information Technology - Unit 3.6 Branching Databases Number of lessons – 4 Programs – 2Question		Information Technology - Unit 5.6 3D Modelling Number of lessons – 4 Programs – 2Design and Make	
Summer		Information Technology - Unit 1.8 Spreadsheets Number of lessons – 3 Programs – 2Calculate		Information Technology - Unit 3.7 Simulations Number of lessons – 3 Programs – 2Simulate, 2Publish		Computer Science - Unit 5.7 Concept Maps Number of lessons – 4 Programs – 2Connect	
		Computer Science - Unit 1.7 Coding Number of lessons – 6 Programs – 2Code		Information Technology – Unit 3.8 Graphing Number of lessons – 2 Programs – 2Graph		Information Technology – Unit 5.8 Word processing with Google Docs Number of lessons – 8 Programs – Google Docs	
		Information Technology - Unit 2.8 Presenting Ideas Number of lessons – 4 Programs – 2Connect, 2Quiz, 2Publish, 2Create A Story		Information Technology - Unit 3.9 Presenting with Google Slides Number of lessons – 6 Programs – Google Slides			

**ABINGDON PRIMARY SCHOOL –
Computing Yearly overview CYCLE B**



CURRICULUM AREA	FS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Autumn	Ongoing throughout the year:						
	Technology Around Us						
	Hardware						
	Online Safety						
Spring	Online Safety						
	Drawing skills						
	Photography						
Summer							

Digital Literacy - Unit 1.1 Online Safety & Exploring Purple Mash
Number of lessons – 4
Programs – Purple Mash

Computer Science - Unit 1.5 Maze Explorers
Number of lessons – 3
Programs – 2Go

Information Technology - Unit 2.4 Questioning
Number of lessons – 5
Programs – 2Question, 2Investigate

Digital Literacy - Unit 4.2 Online Safety
Number of lessons – 4
Programs – Purple Mash

Computer Science – Unit 4.1 Coding Crash Course
Number of lessons – 8
Programs – 2Code

Information Technology - Unit 4.3 Spreadsheets Crash Course
Number of lessons – 6
Programs – 2Calculate

Digital Literacy - Unit 6.2 Online Safety
Number of lessons – 2
Programs – Purple Mash

Computer Science – Unit 6.1 Coding Crash Course
Number of lessons – 8
Programs – 2Code

Information Technology - Unit 6.3 Spreadsheets Crash Course
Number of lessons – 5
Programs – 2Calculate

Digital Literacy - Unit 2.2 Online Safety
Number of lessons – 3
Programs – Purple Mash

Information Technology - Unit 1.6 Animated Story Books
Number of lessons – 5
Programs – 2Create A Story

Information Technology - Unit 2.7 Making Music
Number of lessons – 3
Programs – 2Sequence

Information Technology - Unit 4.4 Writing for different audiences
Number of lessons – 5
Programs – 2Email, 2Connect, 2DIY, 2Publish

Computer Science – Unit 4.5 Logo
Number of lessons – 4
Programs – Logo

Information Technology - Unit 4.7 Effective Search
Number of lessons – 3
Programs – Google Chrome

Computer Science - Unit 6.4 Blogging
Number of lessons – 4
Programs – 2Blog

Computer Science – Unit 6.5 Text Adventures
Number of lessons – 5
Programs – 2Code, 2Connect

Computer Science – Unit 6.6 Networks
Number of lessons – 3
Programs – 2Write, 2Connect,

Information Technology - Unit 2.3 Spreadsheets
Number of lessons – 4
Programs – 2Calculate

Information Technology - Unit 1.3 Pictograms
Number of lessons – 3
Programs – 2Count

Computer Science - Unit 2.1 Coding Crash Course
Number of lessons – 6
Programs – 2Code

Information Technology - Unit 4.6 Animation
Number of lessons – 3
Programs – 2Animate

Computer Science – Unit 4.8 Hardware Investigators
Number of lessons – 4
Programs – Logo

Information Technology - Unit 4.9 Making Music
Number of lessons – 3
Programs – Busy Beats

Information Technology - Unit 6.7 Quizzing
Number of lessons – 6
Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate

Information Technology – Unit 6.9 Spreadsheets with Google Sheets
Number of lessons – 8
Programs – Google Sheets

