

Computing at Holywell Primary and Nursery School
Long Term Overview

	Autumn		Spring		Summer	
	1	2	1	2	1	2
Nursery	No Computing on Curriculum					
Reception	No Computing on Curriculum					
Year 1	Technology Around Us	Digital Painting	Moving a robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology Around us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop-Frame Animations	Sequencing Sounds	Branching Databases	Desktop publishing	Events and actions in Programs
Year 4	The Internet	Audio Production	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Systems and Searches	Video Production	Selection in Physical Computing	Flat-File Databases	Vector Graphics	Selection in Quizzes
Year 6	Communication and Collaboration	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement