Woodford Valley Computing Overview

Year	Units	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Area: Understanding the World	Know who can help keep me safe at home and in school.	Know who to speak to in order to keep safe when using technology. Stop, close, tell!	Know what Hector the dolphin does on the laptops to keep us safe.		Know what is kind and unkind behaviour. **Book: Troll stinks! Jeanne Willis Tony Ross**	
	Computing Skills:	**Information Technology:** Use a touch screen to drag objects on the Smart Board.	**Computer Systems:** Name some different types of technology.	**Creating Media:** Take a good photo. Create a digital picture (e.g. using paint)	**Information Technology:** Turn on a laptop. Sign into a laptop.	**Information Technology:** Fine motor skills: Use a keyboard to type my name.	**Computer Science:** Follow simple, verbal algorithms. Use a Beebot.
1	Digital Literacy & Online Safety (Twinkl unit)	Create, name and date a piece of digital work.	Know how to use Hector and what to do if you see something you are not comfortable with online.	Understand how to search safely on the internet.	Understand how to communicate safely online. **Book: Penguin Pig by Stuart Spendlow**	Understand what personal information I must keep safe. **Book: Once upon a time online.**	Give other people advice to help keep them safe online.
	Teach Computing Units		**Computer Systems and Networks:** Technology around us	**Information Technology & Creative Media:** Digital Painting	**Computer Science:** Programming A: Moving a Robot		**Creating Media:** Digital Writing
2	Digital Literacy & Online Safety (Twinkl Unit)	Understand the information I put online leaves a digital footprint.	Know how to open a search engine Use keywords in an online search to find information about a topic	Recognise whether a website is appropriate for children	To rate and review informative websites	To identify kind and unkind behaviour online. **Book: Websters Email by Hannah Whaley**	To apply knowledge of safe and sensible online activities to different situations (game)
	Teach Computing Units	**Computer Systems and Networks:** Information Technology around us,	**Computer Science:** Programming A- Robot Algorithms	**Data and Information:** Pictograms	**Information Technology:** Turn on a laptop & sign in. Open the internet and use a search engine to find info. Open a Word or PPT document. Develop typing skills. (cross curricular link)		**Computer Science:** Programming: Introduction to Scratch programming
3	Digital Literacy & Online Safety (Teachictnt)	Device free moments https://teachictnt.org.uk/digital-literacy-and-online-safety-year-3/ **Book: Old Macdonald had a phone**	That's private	Digital trails	Who's in your online community? **Book: Chicken Clicking by Jeanne Willis and Tony Ross**	Putting a STOP to online meanness	Let's give credit
	Teach Computing Units	**Computer Systems and Networks:** Connecting Computers	**Information Technology & Creative Media:** Stop Frame Animation- using PPT as no Ipads.	**(Optional Unit) Creating Media:** Desktop Publishing Unit	**Computer Science:** Programming A- Sequencing Sounds **Digital Music Unit in Music lesson** (Taught by CO)		**Computer Science:** Programming B- Events and Actions in programs

Year	Category						
4	Digital Literacy & Online Safety (teachictnt)	Your rings of responsibility https://teachictnt.org.uk/digital-literacy-and-online-safety-year-4/	Password Power Up	This is me	Our digital citizen pledge	The power of words **Book: A technology tail by Julia Cook**	Is seeing believing?
	Teach Computing Units	**Computer Systems and Networks:** The Internet	**Information Technology:** MS Word and PPT skills: Copy & paste a picture Create a text box Use WordArt	**Information Technology:** MS Word and PPT skills: Copy & paste a picture Create a text box Use WordArt	**Information Technology & Creative Media:** Photo Editing. **Digital Music Unit in Music lesson** (Taught by CO)	**Computer Science:** Programming A- Repetition in shapes (LOGO)	**Computer Science:** Programming B- Repetition in Games.
5	Digital Literacy & Online Safety (Teachictnt)	My Media Choices https://teachictnt.org.uk/digital-literacy-and-online-safety-year-5/	Private and Personal Information	Our Online Tracks **Book: Goldilocks (a hashtag cautionary tale)**	Keeping games fun and friendly	Be a super digital citizen	A creator's rights and responsibilities
	Teach Computing Unit	**Computer Systems and networks:** Systems and Searching. **Book: Can you break the internet?**	**Computer Science:** Programming A Selection in Physical Computing (Crumbles)	**Computer Science:** Y4 Programming B – repetition in games (2024-2025 only)	**Data and Information:** Introduction to Spreadsheets (Y6 unit) **Digital Music Unit in Music lesson** (Taught by CO)	**Creating Media:** Introduction to Vector Graphics (Google Drawings)	**Computer Science:** Programming B Selection in Quizzes (Scratch)
6	Digital Literacy & Online Safety (Teachictnt)	Finding my media balance https://teachictnt.org.uk/digital-literacy-and-online-safety-year-6/	We won't believe this!	Beyond Gender Stereotypes	Digital Friendships	Is it Cyberbullying?	Reading News Online
	Teach Computing Units	**Computer Systems and Networks:** Communication and Collaboration (condensed) **Book: Why are there different computer languages?** Programming B Y4 (2024 only)	**Computer Science and DT:** DT Project- Create a Crumble Christmas Tree/ Christmas House.	**Computer Science:** Programming A- Variables in games.	**Create media:** Web page creation (cross curricular link with History) **Digital Music Unit in Music lesson** (Taught by CO)	**Creating Media:** 3D modelling. (Tinkercad/ Sketch Up)	**Computer Science:** Programming B- Sensing movement.