Cliffe Woods Primary school
Computing Coverage Overview

EYFS

Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
Although the Early Learning Goal for Understanding the World no longer includes the specific assessment of children's technological understanding and skills, it is still acknowledged as an important tool to help children develop an understanding of our culturally, socially, technologically and ecologically diverse world.		
E-safety What is technology? Mouse control Connect	Using a camera Using a keyboard Inputting instructions – Beebot Code Communicate	Exploring functions of a simple art programme Using technology for a purpose Inputting instructions – Beebot Code Communicate

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Milestone 1

Week	Terms 1 & 2		Terms 3 & 4		Terms 5&6	
1	**Computing Systems and networks**		**Programming A**		**Creating media B**	
2						
3						
4	**Year 1** (Focusing on: Technology around us in school)	**Year 2** (Focusing on: Information Technology around us in school and beyond)	**Year 1** (Focusing on: moving a floor robot and predicting outcomes)	**Year 2** (Focusing on: creating robot algorithms and debugging)	**Year 1** (Focusing on: digital writing)	**Year 2** (Focusing on: digital music)
5						
6						
7	**Creating media A**		**Data and information**		**Programming B**	
8						
9						
10	**Year 1** (Focusing on: digital painting)	**Year 2** (Focusing on: digital photography)	**Year 1** (Focusing on: grouping data)	**Year 2** (Focusing on: pictograms)	**Year 1** (Focusing on: programming animations on screen)	**Year 2** (Focusing on: programming quizzes)
11						
12						

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Milestone 2

Week	Terms 1 & 2	Terms 3 & 4	Terms 5&6
1 2 3 4 5 6	**Connect** — **Computing Systems and networks** **Year 3** (Focusing on: connecting computers) **Year 4** (Focusing on: the Internet as a network)	**Code** — **Programming A** **Year 3** (Focusing on: sequencing sounds) **Year 4** (Focusing on: repetition in shapes)	**Communicate** — **Creating media B** **Year 3** (Focusing on: desktop publishing) **Year 4** (Focusing on: photo editing)
7 8 9 10 11 12	**Communicate** — **Creating media A** **Year 3** (Focusing on: stop frame animation) **Year 4** (Focusing on: audio production)	**Collect** — **Data and information** **Year 3** (Focusing on: branching databases) **Year 4** (Focusing on: data logging)	**Code** — **Programming B** **Year 3** (Focusing on: events and actions) **Year 4** (Focusing on: repetition in games)

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Milestone 3

Week	Terms 1 & 2	Terms 3 & 4	Terms 5&6
1 2 3 4 5 6	**Computing Systems and networks** **Year 5** (Focusing on: IT systems in the world and searching)	**Programming A** **Year 5** (Focusing on: selection in physical computing)	**Creating media B** **Year 5** (Focusing on: Introduction to vector graphics)
	Year 6 (Focusing on: communication and collaboration with data transfer)	**Year 6** (Focusing on: variables in games)	**Year 6** (Focusing on: 3D modelling)
7 8 9 10 11 12	**Creating media A** **Year 5** (Focusing on: video production)	**Data and information** **Year 5** (Focusing on: Flat-file databases)	**Programming B** **Year 5** (Focusing on: selection in quizzes)
	Year 6 (Focusing on: webpage creation)	**Year 6** (Focusing on: Introduction to spreadsheets)	**Year 6** (Focusing on: sensing movement)