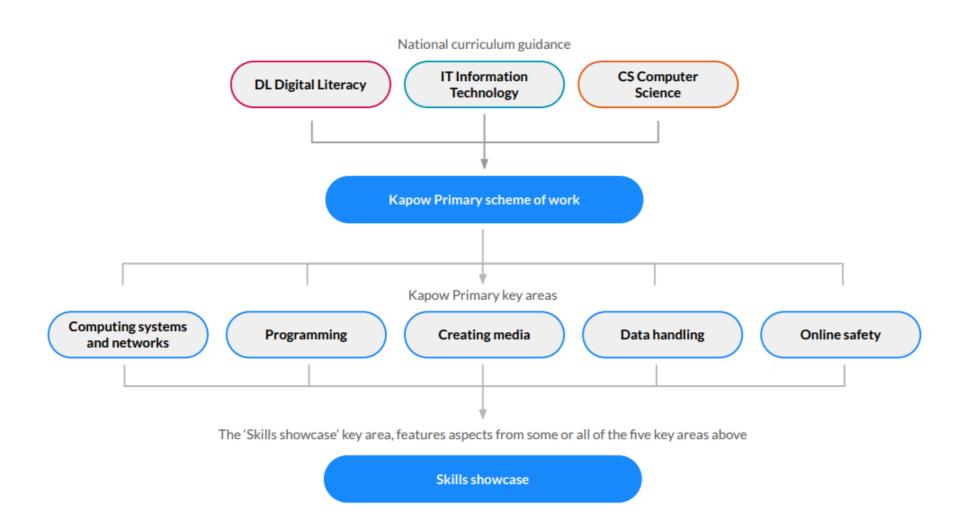


Computing

Computing at Newtown Linford is about being secondary ready and able to access a global world. In order to ensure teachers are able to deliver this complex knowledge successfully we use Kapow due to their comprehensive teacher support package.



Computing systems and networks

Identifying hardware and using software, while exploring how computers communicate and connect to one another.

Programming

Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks.

Creating media

Learning how to use various devices — record, capture and edit content such as videos, music, pictures and photographs.

Data handling

Ensuring that information is collected, recorded, stored, presented and analysed in a manner that is useful and can help to solve problems.

Online safety

Understanding the benefits and risks of being online how to remain safe, keep personal information secure and recognising when to seek help in difficult situations.



Cycle A

177 50	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Set up continuous provision in your classroom:	Computing systems and networks	Programming 1 EYFS - All about instructions	Computing systems and networks	Programming 2 EYFS - Programming Bee-	Data Handling EYFS - Introduction to data
		EYFS - Using a computer		EYFS - Exploring hardware	Bots	
	Computing systems and networks	Programming 1	Programming 1	Programming 2	Creating Media	Data Handling
Key Stage 1	Year 1: Improving Mouse Skills	Year 1 - Algorithms Unplugged	Year 2 - Algorithms Unplugged	Year 1 – Bee Bots	Year 1 - Digital Imagery	Year 1 - Introduction to Data
	Online Safety					
	Year 1 - Online Safety					
	Programming	Computing systems and networks	Creating Media	Creating Media	Programming	Programming
Lower Key	Year 4 – Computational Thinking	Year 3 – Networks and the Internet	Year 4 – Video Trailers	Year 3 – Website Design	Year 3- Programming Scratch	Year 4 - Further Coding with Scratch
Stage 2		Online Safety				
		Year 3 - Online Safety				
	Data Handling	Computing systems and networks	Data Handling	Data Handling	Creating Media	Computer Science
Upper Key	Year 6 – Big Data 1	Year 5 – Search Engines	Year 5 – Mars Rover 1	Year 6 – Big Data 2	Year 5 – Stop Motion Animation	Year 6 – Introduction to Python
Stage 2		Year 6 – Online Safety	Skills Showcase			
			Year 5 – Mars Rover 2			



Cycle B

'ARY SC'	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Set up continuous provision in your classroom:	Computing systems and networks Using a computer	Programming 1 All about instructions	Computing systems and networks Exploring hardware	Programming 2 Programming Bee-Bots	Data Handling Introduction to data
Key Stage 1 Lower Key	Computing systems and networks 1 Year 2: What is a computer? Online Safety Year 2 - Online Safety Data Handling Year 3 - Comparison cards	Pata Handling Year 1 – Introduction to Data Computing Systems and Networks Year 4 – Collaborative Learning	Computing systems and networks 2 Year 2 – Word Processing Computing systems and networks: Emailing Year 3 - Digital Literacy	Programming 2 Year 2 – Programming; ScratchJr Computer Systems: Journey inside a computer Year 3 - Information	Creating Media Year 2 – Stop Motion Option 1: Using tablets Data Handling Year 4 - Investigating Weather	Skills Showcase Year 1 - Rocket to the Moon Skills showcase Year 4 - HTML
Stage 2 Upper Key Stage 2	Online Safety Year 4 – Online Safety Programming Year 5 – Microbit	Creating Media Year 6 – History of computing	Skills Showcase Year 6 – Inventing a product	Computing systems and networks Year 6 – Bletchley Park	Online Safety Year 6 – Online safety	Programming Year 5 - Music
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