Cupernham Junior School Computing Overview

	Year 3 2 IT, 3 CS, 1 DL	Year 4 1 IT, 3 CS, 2 DL	Year 5 2 IT, 3 CS, 1 DL	Year 6 2 IT, 3 CS, 1 DL
Autumn 1	Basic Computing Skills	Exploring Loops (Scratch)	Making Choices (Scratch)	Podcast
Autumn 2	Monologue Parsons Problem (Scratch)	Computing Systems and Networks	Database – Spreadsheets and formulas	Placeholder Variables (Scratch)
Spring 1	Word Processing	Toy Giveaway (Scratch)	Wizard's Choices (Scratch)	Best Game Ever (Scratch)
Spring 2	Magic Carpet (Scratch)	Stop Motion Animation	Desktop Publishing	Webpage Creation
Summer 1	Desktop Publishing	Helicopter (Scratch)	Cheese Crush (Scratch)	Spreadsheets
Summer 2	Music Machine & Dressing Up Game (Scratch)	Database	Green Screen	Crumble

Information Technology	**Computing Science**	**Digital Literacy**
Focus: Using digital systems and tools for practical purposes. **In KS2:** Pupils learn to use a range of software (e.g. for word processing, presentations, spreadsheets) and devices to create, store, retrieve, and manipulate digital content. **Examples:** Creating a poster in PowerPoint, editing a video, using search engines effectively	**Focus:** Understanding how computers and systems work. **In KS2:** Pupils are introduced to programming concepts, algorithms, and logical reasoning. They learn to write and debug simple programs and understand the basics of how digital systems process information. **Examples:** Coding with Scratch or Python, using loops and conditionals, understanding how data is stored.	**Focus:** Digital Literacy is the ability and skill to find, evaluate, utilise, share, and create content using information technologies and the Internet. **In KS2:** Pupils learn about online safety, digital communication, and how to evaluate digital content. They develop awareness of their digital footprint and how to behave respectfully online. **Examples:** Recognising phishing emails, understanding privacy settings, discussing cyberbullying.

Additional Digital Literacy/Online Safety lessons are taught in each unit through Project Evolve. This is at the beginning of each unit.