

# COOKHAM RISE COMPUTING OVERVIEW

	Computer Science	Internet Safety	Data Handling	Digital Literacy and Information Technology	Enrichment
EYFS	The main parts of a computer Learning to receive and give precise instructions Experiments with Blue-bots	Internet Safety story books	Sorting and categorising, using branching and pictograms	Logging in and out Using a mouse and a keyboard Exploring different devices and taking photos	- Whole school online safety day
Year 1	Developing early programming skills using Blue:Bots Learning about algorithms by giving clear instructions	How to stay safe online, meaning feelings and emotions, learning about the idea of digital footprints	Learning what data is and how it can be gathered	Developing mouse skills and creating digital art Learning to take and edit photographs	- Whole school online safety day - How to upload photos onto Seesaw
Year 2	What is a computer and how are they used in the wider world? What are inputs and outputs? Understanding and creating algorithms Beginning to program in ScratchJr, using the predict-test-review.	What happens to information online? The important of keeping things private, permission before sharing and different ways of giving permission.	International Space Station – designing sensor displays	Learning about word processing and touch typing Creating storyboards and simple stop motion animations	- Whole school online safety day - Three workshop: podcasting - Editing activities on Seesaw
Year 3	Discovering what a network is and how devices communicate Journey inside a computer Creating simple programs in Scratch using repetition Learning about the different parts of a computer	Fake news Privacy settings Dealing with upsetting content Protecting personal information	Comparison cards databases: discovering what a database is and learning the meaning of records, fields and data.	Emailing: Learning to send and edit emails, as a responsible digital citizen Creating Media: developing, filming and editing video trailers	- Whole school online safety day - Three workshop: animation - Completing homework and activities on Seesaw - Opportunities for digital leaders
Year 4	Computational thinking Further coding in Scratch and understanding variables	Navigating the Internet in an informed, safe and respectful way	Investigating weather using spreadsheets	Collaborative learning using Teams and Microsoft Office Creating media: using word processing skills and designing websites	- Whole school online safety day - Three workshop: stop motion - Completing homework and activities on Seesaw - Opportunities for digital leaders
Year 5	Music: applying programming skills to create melodies Micro:bit: inputs, outputs and blockley programming	Potential online dangers and safety	Mars Rover 1 Transmitting data, binary numbers, input, processing and output	Search engines Stop motion animation	- Whole school online safety day - Three workshops: vlogging and GarageBand - Completing homework and activities on Seesaw - Opportunities for digital leaders
Year 6	Programming Consolidating skills in Scratch and an introduction to Python, using loops and repeats Computer Systems and Bletchley Park: codes, ciphers and secure passwords	Being ready, respectful and safe online.	- Big data 1: Bar codes, QR codes, infrared and RFID technologies Big data 2: mobile data, WiFi, the Internet of Things and improving efficiency	Creating presentations on the history of computers	- Whole school online safety day - Three workshops: making newsreels and GarageBand - Completing homework and activities on Teams and Seesaw - Opportunities for digital leaders