Eastbrook Primary Academy

Computing Overview 2021 - 22



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Introducing technology – use of interactive whiteboard games and playing them with independence Programming —		E-Safety — Smartie the Penguin (Chatterpix) Use of iPads Spooky Letters		BeeBot directions and mapping	
Year 1	Digital literacy skills (mouse and keyboard skills, logging on, iPad safe usage)		E-Safety – Buddy the Dog (Social situations & Online sharing)	We are coders (Kodable/LightBot)	We are directors (<i>BeeBot</i> app directional coding)	
Year 2	We are file finders (creating and saving files)	Digital literacy skills (logging on, typing accuracy)	E-Safety – <i>Digiduck's Big Decision</i> (Online appropriate behaviour)	We are code debuggers (Scratch Jr., Code.org)	We are publishers (Publisher)	We are games testers
Year 3	Digital literacy skills (saving, typing) We are opinion pollsters (Microsoft Office)	We are programmers (Scratch)	E-Safety - #goldilocks (Online sharing and appropriate behaviour)	We are book creators (eBooks – Book Creator)	We are communicators (2e-mail) E-Safety	We are bug fixers (Scratch)
Year 4	We are programmers (Scratch)	We are musicians (Audacity)	E-Safety - Google Interland (games and discussions covering kindness, privacy,	We are toy designers (Scratch)	We are meteorologists (<i>Excel</i> , green screen)	We are Quiz Masters (Scratch)

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			phishing messages and sharing)			
Year 5	We are game developers (Scratch)	We are code breakers	E-Safety – Weekly discussions on various aspects of What is Internet Safety?	We are web developers/	We are architects (SketchUp, Minecraft, Maze Creator)	
Year 6	Desktop Publishing (Literacy link)		E-Safety – Project around promoting positive online technology use	We are story- tellers (Scratch)	We are advanced coders (Python)	

Blue – Computing Green - Digital Literacy