

Cleves Computing Overview 2023-24

	Autumn		Spring		Summer	
	1 ST Half Term	2 nd Half Term	1 ST Half Term	2 nd Half Term	1 ST Half Term	2 nd Half Term
Nursery	Begin to discover the features of a digital device such as the interactive whiteboard by experimenting through touch and feel.	Begin to discover the features of a digital device such as sound buttons.	To begin to mark make on a digital device such as the interactive whiteboard.	To make marks on a digital device and interpret them, such as using the interactive whiteboard.	To introduce basic computing concepts through interactive games, developing fine motor skills and promoting teamwork and communication.	To develop foundational problem solving skills by incorporating puzzle and logic games into Computing experiences.
Reception	Develop movement and control skills using a paint program.	Combine different movements with ease and fluency.	Listen to and record your own sounds using programmable toys such as sound buttons.	Begin to record learning on a digital device such as the interactive whiteboard.	Use and input directional language using programmable toys such as Beebots.	Use, input and demonstrate movement language using programmable toys such as Beebots.

Y e a r 1	Un its	1.1 We are treasure hunters Solving problems using programmable toys	1.2 We are TV chefs <i>Filming the steps of a recipe</i>	1.3 We are digital artists Creating work inspired by great artists	1.4 We are publishers Creating a multimedia eBook about our achievements	1.5 We are rhythmic Creating sound patterns in Scratch Jr and GarageBand	1.6 We are detectives Using data to solve clues
		Programming	Computational thinking	Creativity	Computer networks	Communication/ Collaboration	Productivity
	Pr og res sion	<p>Unit 2.1 – We are astronauts</p> <p>Unit 2.2 – We are game testers</p>	<p>Unit 3.3- We are presenters</p> <p>Unit 3.4 - We are who we are</p>	<p>Unit 1.5 – We are storytellers</p> <p>Unit 2.3 - We are photographers</p> <p>Unit 2.4</p>	<p>Unit 2.3 - We are photographers</p> <p>Unit 3.3- We are presenters</p>	<p>Unit 2.1- We are astronauts</p> <p>Unit 4.3 - We are musicians</p>	<p>Unit 2.3 – We are photographers</p> <p>Unit 3.1 – We are programmers</p>

Y e a r 2	Un its	2.1 We are astronauts Programming on screen in Scratch Jr	2.2 We are games testers Working out the rules for games	2.3 We are photographers Taking, selecting and editing digital images	2.4 We are safe researchers Researching a topic	2.5 We are animators Creating a stop-motion animation	2.6 We are zoologists Collecting data about bugs
		Programming	Computational thinking	Creativity	Computer networks	Communication/ Collaboration	Productivity
	Pr og res sio n	<p>Unit 2.2 – We are games testers</p> <p>Unit 3.1 – We are programmers</p>	<p>Unit 4.1 – We are software developers</p> <p>Unit 5.1 – We are game developers</p>	<p>Unit 2.6 - We are zoologists</p> <p>Unit 3.3- We are presenters</p>	<p>Unit 3.3 – We are presenters</p> <p>Unit 3.6 – We are opinion pollsters</p>	<p>Unit 3.1- We are programmers</p> <p>Unit 3.2 - We are bug fixers</p>	<p>Unit 3.6 – We are opinion pollsters</p> <p>Unit 4.6 – We are meteorologists</p>

Y e a r 3	Un its	3.1 We are programmers Programming an animation (AF1, AF3)	3.2 We are bug fixers Finding and correcting bugs	3.3 We are presenters Videoing a presentation against a green screen (AF1, AF3)	3.4 We are who we are Creating presentations about ourselves (AF1, AF2)	3.5 We are co-authors Producing a wiki– (AF1, AF3)	3.6 We are opinion pollsters Collecting and analysing data (AF1, AF2)
		Programming	Computational thinking	Creativity	Computer networks	Communication/ Collaboration	Productivity
	Pr og res sio n	<p>Unit 3.2 – We are bug fixers</p> <p>Unit 4.1 – We are software developers</p>	<p>Unit 4.1 – We are software developers</p> <p>Unit 5.1 – We are games developers</p>	<p>Unit 4.6 – We are meteorologists</p> <p>Unit 6.5- We are advertisers</p>	<p>Unit 4.4- We are bloggers</p> <p>Unit 6.3- We are publishers</p>	<p>Unit 4.4- We are bloggers</p> <p>Unit 5.4-We are web developers</p>	<p>Unit 4.6 – We are meteorologists</p> <p>Unit 6.2- We are computational thinkers</p>

Y e a r 4	Un its	4.1 – We are software designers. Developing a simple educational game. (AF1, AF3)	4.2 We are makers Coding for micro:bit (AF1, AF2)	4.3 We are musicians Creating a piece of music in GarageBand (AF1, AF3)	4.4 We are bloggers Sharing experiences and opinions (AF1, AF2)	4.5 We are artists Fusing geometry and art (AF1, AF3)	4.6 We are meteorologists Presenting the weather (AF1, AF2)
		Programming	Computational thinking	Creativity	Computer networks	Communication/ Collaboration	Productivity
	Pr og res sio n	Unit 5.1 – We are game developers Unit 6.1 – We are toy makers	Unit 5.1 – We are game developers Unit 6.1- We are toy makers	Unit 4.5 -developers Unit 5.6- We are VR designers	Unit 5.4 – We are web developers Unit 5.6 - We are VR designers	Unit 5.6- We are VR designers Unit 5.3- We are architects	Unit 6.2- We are computational thinkers Unit 6.4- We are connected

Y e a r 5	Un its	5.1 We are game Developers. Developing an interactive game	5.2 – We are cryptographers. Cracking codes (AF1, AF2)	5.3 We are architects Creating a virtual space (AF1, AF2)	5.4 We are web developers Making sense of the Internet and building a website	5.5 We are adventure gamers. Creating an interactive adventure using presentation software (AF1, AF3)	5.6 We are VR designers Experimenting with virtual and augmented reality (AF1, AF2)
		Programming	Computational thinking	Creativity	Computer networks	Communication/ Collaboration	Productivity
	Pr og res sio n	Unit 5.5- We are adventure gamers Unit 5.6 - We are VR designers	Unit 6.6- We are AI developers	Unit 5.4- We are web developers Unit 5.6 - We are VR designers	Unit 5.6- We are VR designers Unit 6.4- We are connected	Unit 5.6 - We are VR designers	Unit 6.6- We are AI developers

Y e a r 6	Un its	6.1 We are toy makers Coding and physical computing	6.2 We are computational thinkers Mastering algorithms for searching, sorting and maths	6.3 We are publishers Creating a yearbook or magazine	6.4 We are connected Developing skills for social media	6.5 We are advertisers Creating a short television advert	6.6 We are AI developers Learning about artificial intelligence and machine learning
		Programming	Computational thinking	Creativity	Computer networks	Productivity	Communication/ Collaboration