Computing – Long term overview

	Penguins EYFS	Turtles Year 1	Dolphins Year 2	Seahorses A Year 3/4	Seahorses B Year 3/4	Sharks A Year 5/6	Sharks B Year 5/6
Term 1/2	Programming: All about instructions	Computing networks & systems: Improving mouse skills	Computing networks & systems: What is a computer?	Programming: Scratch	Computing networks & systems: Networks and the internet	Programming: Programming music	Programming: Exploring Python
Term 2/3	Programming: Programming Beebots	Programming: Algorithms unplugged	Programming: Algorithms and debugging	Creating media: Video trailers	Programming: Computational thinking	Data handling: Mars Rover 1	Computing networks & systems: Bletchley Park and History of Computers
Term 4/5	Data handling: Introduction to data	Programming: Programming Beebots	Programming: Scratch Junior	Programming: Further coding with Scratch	Computing networks & systems: Journey inside a computer	Computing networks & systems: Search engines	Computing networks & systems: Exploring AI
Term 5/6	Computing networks & systems: Using a computer	Data handling: Introduction to data	Creating media: Stop motion	Data handling: Investigating weather	Computing networks & systems: Collaborative learning	Data handling: Big data	Creating media: Stop motion animation