Computing at Shotley Bridge Primary School

At Shotley Bridge Primary School we are…

| Independent | Courageous | Kind | Inclusive | Honest | Conscientious |

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Online Safety	Self-Image and Identity	Online Bullying Online Relationships	Online Reputation Managing Information Online	Health, Wellbeing & Lifestyle	Privacy & Security	Copyright & Ownership
Reception	Following instructions	Introduction to Google Earth	Now Press Play – Jack and the Beanstalk	Sound patterns with musical instruments	Plan and follow a recipe for vegetable soup	Now Press Play - minibeasts
Year 1	Exploring Purple Mash	Pictograms	Maze Explorers	Animated Stories	Unplugged—Algorithms	Technology outside of school
Year 2	Creating Pictures	Making Music	Coding	Spreadsheets	Unplugged—Algorithms	Questioning
Year 3	Spreadsheets	Touch Typing	Email	Branching Databases	Coding	Presenting (MS PowerPoint)
Year 4	Effective Searching	Logo	Coding	Animation	Spreadsheets	Hardware Investigators
Year 5	Databases	Game Creator	Coding	Word Processing (MS Word)	Spreadsheets	
Year 6	Spreadsheets (MS Excel)		Coding	Binary	Blogging and Micro: Bits	Networks

Key	
	Information Technology – The understanding of how computers, systems and networks work.
	Computer Science- Coding & Computational Thinking – The understanding of how programmes are created and the science behind how much of the technology we use today works.
	Computer Science - Theory – The understanding of computer networks, including the internet; how they can provide multiple services such as the World Wide Web.