



St John With St Michael CE Primary School

Computing Overview 2022-23



Class & cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1 Cycle A	Online safety & Touch typing		Digital creativity/Data Handling		Coding - algorithms with Bee Bots/ Screen simulations	
Class 1 Cycle B	Online safety & Touch Typing		Coding - algorithms with Bee Bots/ Screen Simulations		Digital creativity/ Data handling	
Class 2 Cycle A	<u>Unit 1.1 Online Safety & Exploring Purple Mash (4)</u> Programs - Avatar creator, Paint Projects, Writing templates, 2Count, 2Music	<u>Unit 1.4 Lego Builders (3)</u> Programs – 2DIY	<u>Unit 1.2 Grouping & Sorting (3)</u> Programs – 2DIY	<u>Unit 1.8 Spreadsheets (3)</u> Programs – 2Calculate	<u>Unit 1.7 Coding (6)</u> Programs – 2Code	<u>Unit 2.1 Coding (5)</u> Programs – 2Code
	<u>Unit 2.5 Effective Searching (3)</u> Programs - Browser	<u>Unit 1.9 Technology outside school (2)</u> Programs – writing templates	<u>Unit 2.6 Creating Pictures (5)</u> Programs - 2PaintAPicture			



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Class 2 Cycle B	<u>Unit 2.1 Online Safety & Exploring Purple Mash (4)</u> Programs – Writing templates, Display boards, 2Respond	<u>Unit 1.5 Maze Explorers (3)</u> Programs – 2Go	<u>Unit 2.2 Online Safety (3)</u> Programs – Writing Templates, Display boards, 2Respond	<u>Unit 2.7 Making Music (3)</u> Programs – 2Sequence	<u>Unit 2.3 Spreadsheets (4)</u> Programs – 2Calculate	<u>Unit 2.8 Presenting Ideas (4)</u> Programs – 2Connect, 2Create a story, 2Quiz, Writing Templates
		<u>Unit 2.4 Questioning (5)</u> Programs – 2Question, 2Investigate	<u>Unit 1.6 Animated Story Books (5)</u> Programs – 2Create A Story	<u>Unit 1.3 Pictograms (3)</u> Programs – 2Count		
Class 3 Cycle A	<u>Unit 3.2 Online safety (3)</u> Programs – 2Connect, 2Blog, Writing Template, Displayboards	<u>Coding (6)</u> Programs - 2Code See table below for breakdown.	<u>Unit 3.3 Spreadsheets (3)</u> Programs – 2Calculate	<u>Unit 3.5 Email (including email safety) (6)</u> Programs – 2Email, 2Connect, 2DIY	<u>Unit 3.6 Branching Databases (4)</u> Programs – 2Question	<u>Unit 3.7 Simulations (3)</u> Programs – 2Simulate, 2Publish
			<u>Unit 3.4 Touch Typing (4)</u> Programs – 2Type			<u>Unit 3.8 Graphing (3)</u> Programs – 2Graph



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Class 3 Cycle B	<u>Unit 4.2 Online safety (4)</u> Programs – 2Connect, 2Publish Plus, Displayboards	<u>Coding (6)</u> Programs –2Code See table below for breakdown.	<u>Unit 4.3 Spreadsheets (6)</u> Programs – 2Calculate	<u>Unit 4.4 Writing for different audiences (5)</u> Programs – 2Email, 2Connect, 2DIY	<u>Unit 4.5 Logo (4)</u> Programs – Logo	<u>Unit 4.7 Effective Search (3)</u> Programs –Browser
	<u>Unit 4.6 Animation (3)</u> Programs – 2Animate	<u>Unit 4.8 Hardware Investigators (2)</u>				

Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6	

Following units may be used if time permits you:



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Unit 3.9 Presenting (with Microsoft PowerPoint or Google Slides) (5/6)

Main Program – MS PowerPoint or Google Slides

Unit 4.9 Making Music (4)

Main Program – Busy Beats

Class 4	<u>Unit 5.2 Online safety (3)</u> Programs - 2Publish Plus, Writing Templates, Display boards, 2Connect	<u>Coding (6)</u> Main Programs - 2Code See table below for breakdown.	<u>Unit 5.3 Spreadsheets (6)</u> Programs – 2Calculate	<u>Unit 5.5 Game Creator (5)</u> Programs – 2DIY 3D	<u>Unit 5.6 3D Modelling (4)</u> Programs – 2Design and Make	<u>Unit 5.7 Concept Maps (4)</u> Programs – 2Connect
	<u>Unit 5.4 Databases (4)</u> Programs – 2Question, 2Investigate					
Class 4 Cycle B	<u>Unit 6.2 Online safety (2)</u> Programs – 2DIY 3D, 2DIY 2Code, 2Blog	<u>Coding (6)</u> Main Programs – 2Code See table below for breakdown.	<u>Unit 6.4 Blogging (4)</u> Programs – 2Blog	<u>Unit 6.6 Networks (3)</u> Programs – 2Connect, Writing Templates	<u>Unit 6.5 Text Adventures (5)</u> Programs – 2Code,	<u>Unit 6.7 Quizzing (6)</u> Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate



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Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
YEAR 5 & 6 - CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6

Following units may be used if time permits you:

Unit 5.8 Word processing (with Microsoft Word or Google Docs) (8)

Main program – MS Word or Google Docs

Unit 6.9 Spreadsheets (with Microsoft Excel or Google Sheets) (8)

Main program – MS Excel or Google Sheets

Unit 6.8 Understanding Binary (4)




Main Program – 2Code



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Predominant Area of Computing*					
	Computer Science		Information Technology		Digital Literacy

*Most units will include aspects of all strands.