



Nova Primary School

Teach Computing Curriculum Coverage Overview

= Units/lessons to revisit before beginning unit, if needed based on teacher assessment and children's prior knowledge.

	Term 1&2	Term 3&4	Term 5&6
EYFS	<u>Computational Thinking</u> Awesome Autumn Winter Warmers	<u>Computational Thinking</u> Springtime	<u>Computational Thinking</u> Summer Fun
	<u>Growing as digital engineers</u> through appropriately placed opportunities for: Taking photographs with tablets and exploring how we can alter them, searching for information on the internet using age appropriate search engines such as Kiddle, playing games on the interactive whiteboard, exploring computing equipment such as a mouse, keyboard and monitor, using a Beebot, watching a video clip or listening to music.		
Y1	Technology Around Us (T1) Digital Painting (T2)	Digital Writing (T3) Grouping Data (T4)	Moving a Robot (T5) Programming Animation (T6)
Y2	Computing Systems & Networks (T1) <small>Y1 > Unit 1 > Lesson 6</small> Digital Photography (T2)	Making Music (T3) Pictograms (T4) <small>Y1 > Unit 4 > Lessons 4, 5</small>	Robot Algorithms (T5) Programming Quizzes (T6)
Y3	Connecting Computers (T1) <small>Y2 > Unit 1 > Lesson 1</small> Stop-Frame Animation (T2) <small>Y2 > Unit 2 > Lesson 6</small>	Desktop Publishing (T3) <small>Y1 > Unit 3 > Lessons 2, 4</small> Branching Databases (T4) <small>Y1 > Unit 4 > Lessons 4, 5</small>	Sequencing Sounds (T5) Events & Actions in Programmes (T6)
Y4	The Internet (T1) <small>Y3 > Unit 1 > Lesson 5</small> Audio Editing (T2)	Photo Editing (T3) <small>Y2 > Unit 2 > Lessons 3, 6</small> Data Logging (T4) <small>Y3 > Unit 4 > Lesson 5</small>	Repetition in Games (T5) Repetition in Shapes (T6)
Y5	Computing Systems & Networks (T1) <small>Y3 > Unit 3 > Lesson 1</small> Vector Drawing (T2)	Video Editing (T3) Flat File Databases (T4) <small>Y3 > Unit 4 > Lesson 2</small>	Selection in Physical Computing (T5) <small>Teach Y3 unit 6 – Events and Actions.</small> Selection in Quizzes (T6)
Y6	Internet Communication (T1) 3D Modelling (T2)	Web Page Creation (T3) Introduction to Spreadsheets (T4)	Variables in Games (T5) <small>Teach Y4 unit 6 – Repetition in games</small> Sensing (T6)