Nova Primary School
Teach Computing Curriculum Coverage Overview

	Term 1&2	Term 3&4	Term 5&6
EYFS	Computational Thinking Awesome Autumn Winter Warmers	Computational Thinking Springtime	Computational Thinking Summer Fun
	Growing as digital engineers 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	Online Safety (T1) Digital Painting (T2)	Moving a Robot (T3) Programming Animation (T4)	Digital Writing (T5) Grouping Data (T6)
Y2	Online Safety (T1) Digital Photography (T2)	Making Music (T3) Pictograms (T4)	Robot Algorithms (T5) Programming Quizzes (T6)
Y3	Online Safety (T1) Stop-Frame Animation (T2)	Desktop Publishing (T3) Branching Databases (T4)	Sequencing Sounds (T5) Events & Actions in Programmes (T6)

Y4	Online Safety (T1)	Photo Editing (T3)	Repetition in Shapes (T5)
	Audio Editing (T2)	Data Logging (T4)	Repetition in Games (T6)
Y5	Online Safety (T1)	Video Editing (T3)	Selection in Physical Computing (T5)
	Vector Drawing (T2)	Flat File Databases (T4)	Selection in Quizzes (T6)
Y6	Online Safety (T1)	Web Page Creation (T3)	Variables in games (T5)
	3D Modelling (T2)	Introduction to Spreadsheets (T4)	Sensing (T6)