

Manor Hill Computing Curriculum Overview

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	E-Safety – taught every half-term (Project Evolve)
KS1 Cycle A	Y1 Just Paint & Write All About Me Digital Artefact <i>Ipads</i>	Y2 Ways to Present Information Digital Artefact <i>Ipads</i>	Y2 Art of Animation Digital Artefact <i>Ipads</i>	Y1 Gathering Data & Creating Charts Data <i>Laptops</i>	Y2 Collecting, Organising & Presenting Data Data <i>Laptops</i>	Strand 1, 2, 3 & 4 Year 1 & Year 2
KS1 Cycle B	Y1 Create Simple Programs -Part 1 Algorithms & Programming <i>Ipads/Probots</i>	Y1 Create Simple Programs – Part 2 Algorithms & Programming <i>Ipads/Probots</i>	Y1 Collect Photographs & Paint Pictures Digital Artefact <i>Ipads</i>	Y2 Create a Topic- Based eBook Digital Artefact <i>Laptops</i>	Y2 Sequencing Simple Algorithms & Programs Algorithms & Programming <i>Laptops</i>	Strand 5, 6, 7 & 8 Year 1 & Year 2
LKS2 Cycle A	Y3 QR Codes Digital Artefact <i>Ipads</i>	Y4 Multimedia Fact-File Digital Artefact Searching for and selecting information <i>Laptops</i>	Y3 Write a Program (Block-Based) Algorithms & Programming <i>Laptops</i>	Y3 Write a Program (Drawing Shapes) Algorithms & Programming <i>Laptops</i>	Y4 Creating & Interrogating Simple Databases Data <i>Laptops</i>	Strand 1, 2, 3 & 4 Year 3 & Year 4
LKS2 Cycle B	Y3 Organising, Creating & Presenting Digital Artefact <i>Laptops</i>	Y3 Creating a Branching Database Data <i>Laptops</i>	Y4 What is Computer Science? Systems <i>Laptops</i>	Y4 Scratch Programming, Algorithms & Code Algorithms & Programming <i>Laptops</i>	Y4 On the Move Programming Algorithms & Programming <i>Laptops</i>	Strand 5, 6, 7 & 8 Year 3 & Year 4