

2-year planning overview Computing NCCE

2 year rolling program	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	<p>Knowing different types of technology</p> <p>Take a good photo</p> <p>Take a video</p>	<p>Paint with an app</p> <p>Whole class game Robocodo and/or Beebot app- teacher led.</p>	<p>Bee bots (physical in tuff trays)</p> <p>Robocodo and Beebot apps (independent part of free flow)</p>	<p>Type a simple caption</p> <p>Learn how to use caps lock/shift for a capital letter.</p>	<p>Type a simple caption</p> <p>Learn how to use caps lock/shift for a capital letter.</p> <p>Bee bots (physical in tuff trays)</p> <p>Robocodo and Beebot apps (independent part of free flow)</p>	<p>Internet safety.</p>
1 (b)	<p>Computing Networks and networks- Year 2</p> <p>Week 1- typing practice</p>	<p>Programming A- Year 1- moving a robot</p>	<p>Programming A- Year 2- robot algorithms</p>	<p>Data and information year 1- Grouping data</p>	<p>Data and information Year 2- pictograms</p>	<p>Creating Media- Year 1 digital writing</p>
2 (a)	<p>Computing Networks and networks- Year 1</p> <p>Week 1- typing practice</p>	<p>Programming B- Year 1- programming animations</p>	<p>Programming B- Year 2- programming Quizzes</p>	<p>Creating media year 1- digital painting</p>	<p>Creating media year 2- digital photography</p>	<p>Creating Media- Year 2- digital music</p>

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3 (a)	<p align="center">Computing systems and Networks- Year 3</p> <p align="center">Week 1- typing practice</p>	<p align="center">Computing systems and Networks- Year 4</p>	<p align="center">Creating media- desktop publishing</p>	<p align="center">Programming B- events and actions in programmes</p>	<p align="center">Programming B- repetition in games</p>	<p align="center">Creating media- stop frame animation</p>
4 (b)	<p align="center">Creating media- photo editing</p> <p align="center">Week 1- typing practice.</p>	<p align="center">Programming A- sequencing sounds</p>	<p align="center">Data logging</p>	<p align="center">Data base branches</p>	<p align="center">Creating media- audio production</p>	<p align="center">Programming A- repetition in shapes</p>
5 (a)	<p align="center">Computing systems and Networks- systems and searching</p> <p align="center">Week 1- typing practice</p>	<p align="center">Data and information flat file databases</p>	<p align="center">Creating Media- video</p>	<p align="center">Programming A- selection of physical computing</p>	<p align="center">Creating Media- web page creation</p>	<p align="center">Programming B- selection in quizzes</p>
6 (b)	<p align="center">Computing systems and Networks- Communication and collaboration</p> <p align="center">Week 1- typing practice</p>	<p align="center">Data and information- introduction to spreadsheets</p>	<p align="center">Programming A</p>	<p align="center">Programming B Sensing movement</p>	<p align="center">Creating media- vector graphics</p>	<p align="center">Creating media- 3D modelling</p>

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EYFS- this should be brought about through free-flow play and not a formal lesson format, having opportunities to discuss and explore each area. Internet safety should