

Subject Overview



Ashford Hill
Primary School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2023 / 2024 Computing (start of new scheme)						
Reception			Online Safety	Logging On	Keyboard and Mouse Skills	Coding (Bee Bots)
Year 1			1.1 Online Safety (online safety)	1.7 Coding (computer science)	1.3 Pictograms (information technology)	1.9 Tech outside school (digital literacy)
Year 2			2.2 Online Safety (online safety)	2.1 Coding (computer science)	2.5 Effective Searching (digital literacy)	2.3 Spreadsheets (information technology)
Year 3 & 4 Cycle B			3.2 Online Safety (online safety)	3.1 Coding (computer science)	4.7 Effective Searching (digital literacy)	3.5 Email (information technology)
Year 5 & 6 Cycle B			6.2 Online Safety (online safety)	6.1 Coding (computer science) 6.8 Binary (computer science)	6.4 Blogging (digital literacy) 6.6 Networks (computer science)	6.7 Quizzing (information technology)

Computing						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Online Safety	Keyboard and Mouse Skills	Logging On	2Beat	2Paint a Picture	Coding (Bee Bots)
Year 1	1.1 Online Safety (online safety) 1.9 Tech outside school (digital literacy)	1.7 Coding (computer science)	1.3 Pictograms (information technology) 1.2 Grouping and sorting (computer science)	1.8 Spreadsheets (information technology)	1.5 Maze Explores (computer science) 1.4 Lego Builders (computer science)	1.6 Animated stories (information technology)
Year 2	2.2 Online Safety (online safety) 2.5 Effective Searching (digital literacy)	2.1 Coding (computer science)	2.4 Questioning (information technology)	2.7 Making music (information technology) 2.8 Presenting Ideas (information technology)	2.3 Spreadsheets (information technology)	2.6 Creating pictures (information technology)
Year 3 & 4 Cycle A	3.2 Online Safety (online safety) 3.7 Simulations (computer science)	3.1 Coding (computer science)	3.5 Email (information technology)	3.9 Presenting (information technology)	3.3 Spreadsheets (information technology) 3.8 Graphing (information technology)	3.4 Touch Typing (digital literacy) 3.6 Branching Databases (information technology)
Year 3 & 4 Cycle B	4.2 Online Safety (online safety) 4.7 Effective Searching (digital literacy)	4.1 Coding (computer science)	4.5 Logo (computer science)	4.6 Animation (information technology) 4.9 Making Music (information technology)	4.3 Spreadsheets (information technology)	4.8 Hardware Investigators (computer science) 4.4 Writing for Different Audiences (digital literacy)



Subject Overview

Year 5 & 6 Cycle A	5.2 Online Safety (online safety) 5.5 Game Creator (information technology)	5.1 Coding (computer science)	5.8 Word Processing (digital literacy)	5.3 Spreadsheets (information technology) 5.4 Databases (information technology)	5.6 3D Modelling (information technology)	5.7 Concept Maps (information technology)
Year 5 & 6 Cycle B	6.2 Online Safety (online safety) 6.4 Blogging (digital literacy)	6.1 Coding (computer science)	6.9 Spreadsheets (information technology)	6.8 Binary (computer science)	6.3 Spreadsheets (information technology)	6.5 Text Adventures (information technology) 6.7 Quizzing (information technology)