



Computing

Subject Overview 2022-23

Our Curriculum Drivers

Identity & Diversity

Curiosity

Life Skills

Environment

At Hambrook, computing is taught throughout the year focussing on three main areas: Computing Systems, Programming and Media. Our BIG QUESTIONS are what we work to answer within a unit of work. Each year group will complete one unit of work within each area, as outlined below:

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Computing Systems What technology is around us?		Programming How can I make a Bee-bot move? Fine and gross motor skills		Media How can I make marks on a digital device? Fine and gross motor skills Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function	
	Computing Systems What technology do we have around us?		Programming How does a robot move?		Media Can I write using a digital device?	
Year 1	Computing Systems What is a network?		Programming What is an algorithm?		Media Digital photography	
	Computing Systems How are computers connected?		Programming How do I add events and actions to a program?		Media How does an animation work?	
Year 2	Computing Systems What technology do we have around us?		Programming How does a robot move?		Media Can I write using a digital device?	
	Computing Systems What technology do we have around us?		Programming How does a robot move?		Media Can I write using a digital device?	
Year 3	Computing Systems What technology do we have around us?		Programming How does a robot move?		Media Can I write using a digital device?	
	Computing Systems What technology do we have around us?		Programming How does a robot move?		Media Can I write using a digital device?	

Year 4	Computing Systems	Programming	Media
	What is the internet?	How are games created?	How can we record and edit audio?
Year 5	Computing Systems	Programming	Media
	How is information shared?	How can we program a quiz using selection and variables?	How can I record and edit a video?
Year 6	Computing Systems	Programming	Media
	How can we use computing systems to help us communicate?	How can using variables effect games?	What is 3D modelling?