JKPS Curriculum 2021 Computing Overivew

Year	Autumn1	Autumn2	Spring 1	Spring 2	Summer1	Summer 2
Year 1	Safari E-Safety	Farms How to use computers and recognising the common uses of IT in school and at home	Toys Coding unplugged (Beebots)	Dinosaurs Digital Literacy – typing and using paint	Around London Coding	Imagination Digital Literacy – typing and information booklets
Year 2	Space E-Safety	Great Fire of London How to use computers and recognising why we use technology at home and in school	British Woodlands Coding	British Queens Digital Literacy – editing photos	Pirates Coding	Hidden Heroes Digital Literacy – making music (Chrome Music Lab)
Year 3	George and the Dragon E- Safety	Stone Age Understanding Technology and the internet	Egypt Coding	Egypt Digital Literacy – creating power points	Africa- Ghana Coding	Jungles Digital Literacy – information booklet about Jungles
Year 4	Romans E-Safety	Ironman Understanding technology and searching the internet	Antarctica Coding	Zoo's Digital Literacy – creating podcasts	King King Coding	Vicious Vikings Digital literacy – power points about Vikings
Year 5	Kezunki's Kingdom E-Safety	The Titanic Understanding technology and searching the internet	World War Two Coding	World War Two Digital Literacy – Creating information booklets (Based on WW2)	Unspoken Civil War Coding	Nasa-HIDDEN FIGURES Digital Literacy – Data handling (Excel)
Year 6	Greek E-Safety	Refugees Understanding technology and searching the internet	Evolution Coding unplugged (binary code)	Japan Digital Literacy – Creating Ebooks	Fairy Tales Coding	Moving On Digital Literacy – Data handling (Excel)