

Shillingstone CE Primary School -Computing Curriculum Overview 2024-25

EYFS While there is no longer a specific technology strand in ‘Understanding the World’ of the 2021 revised Early Learning Goals and Development Matters framework, the skills learned in computing will ensure progression across all other subjects.

‘Computing’ for the EYFS is centred around play-based, unplugged (no computer) activities that focus on building children’s listening skills, curiosity and creativity and problem solving.

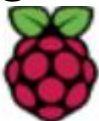
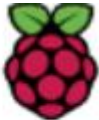
Technology in the Early Years can mean:

- taking a photograph with a camera or tablet
- searching for information on the internet
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys
- using a Beebot
- watching a video clip
- listening to music

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Jungle Year 1 Computing Overview			
Teach Computing National Centre for Computing Education  Raspberry Pi			
Autumn 2024			
Teach Computing Unit (Year 1 Unit) Data information – Grouping data	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 Label and match	1.4, 1.5	Y1 History  Childhood Y1 Science  Everyday Materials	1.4, 1.5, 1.6
2 Group and count	1.4, 1.5, 1.6		
3 Describe an object	1.4, 1.5		
4 Making different groups	1.4		
5 Comparing groups	1.4, 1.5		
6 Answering questions	1.5, 1.6		

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Jungle Year 1 Computing Overview Teach Computing National Centre for Computing Education  Raspberry Pi			
Spring 2025			
Teach Computing Unit (Year 1 Unit) Computing systems and networks- Technology around us	NC PoS	Maestro- Curriculum 24-25 Computing Content NC PoS	
1 Technology around us	1.5, 1.6	Y1 Geography Bright Lights, Big City Y1 Science Seasonal Changes A&D Rain and Sunrays	1.1, 1.2, 1.4, 1.5
2 Using technology	1.4		
3 Developing mouse skills	1.4, 1.5		
4 Using a computer keyboard	1.3, 1.4, 1.5		
5 Developing keyboard skills	1.4		
6 Using a computer responsibly	1.5, 1.6		
Jungle Year 1 Computing Overview Teach Computing National Centre for Computing Education  Raspberry Pi			
Summer 2025			

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Teach Computing Unit (Year 1 Unit) Creating media – digital writing	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 Exploring the keyboard	1.4, 1.5		1.4, 1.5
2 Adding and removing text	1.1, 1.4		
3 Exploring the toolbar	1.1, 1.4		
4 Making changes to text	1.2, 1.4		
5 Explaining my choices	1.3, 1.4		
6 Pencil or keyboard?	1.3, 1.6		

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Woodland Year 2 & 3 Computing Overview

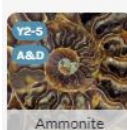


Autumn 2024

Teach Computing Unit (Year 2 Unit) Data and information- pictograms	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 Counting and comparing	1.4, 1.6		2.6
2 Enter the data	1.2, 1.4, 1.6		
3 Creating pictograms	1.2, 1.4, 1.5, 1.6		
4 What is an attribute?	1.2, 1.4		
5 Comparing people	1.2, 1.4, 1.5, 1.6		
6 Presenting information	1.2, 1.4, 1.5, 1.6		

Woodland Year 2 & 3 Computing Overview

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Spring 2025				
Teach Computing Unit (Year 3 Unit) Connecting Computers	NC PoS	Maestro- Curriculum 24-25 Computing Content		NC PoS
1 How does a digital device work?	2.2, 2.3, 2.7	 		2.4, 2.5, 2.6, 2.7
2 What parts make up a digital device?	2.2, 2.3, 2.6			
3 How do digital devices help us?	2.1, 2.2, 2.3			
4 How am I connected?	2.4, 2.7			
5 How are computers connected?	2.3, 2.4, 2.7			
6 What does our school network look like?	2.3, 2.4, 2.7			

Woodland Year 2 & 3 Computing Overview				
  				

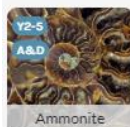
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Summer 2025			
Teach Computing Unit (Year 3 Unit) Programming B – events and actions in programs	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 Moving a sprite	2.1, 2.2,		2.6
2 Maze movement	2.1, 2.2, 2.3		
3 Drawing lines	2.1, 2.2, 2.3, 2.6		
4 Adding features	2.1, 2.2, 2.6		
5 Debugging movement	2.1, 2.2, 2.3		
6 Making a project	2.1, 2.2, 2.3, 2.6		

Ocean Year 4 & 5 Computing Overview   		
Autumn 2024		

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Teach Computing Unit (Year 4 Unit) Programming A- Repetition in shapes	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 Programming a screen turtle	2.1, 2.6, 2.7		2.6
2 Programming Letters	2.1, 2.2, 2.3, 2.6		
3 Patterns and repeats	2.1, 2.2, 2.3, 2.6		
4 Using loops to create shapes	2.1, 2.2, 2.3, 2.6		
5 Breaking things down	2.1, 2.2, 2.3, 2.6		
6 Creating a program	2.1, 2.2, 2.3, 2.6, 2.7		

Ocean Year 4 & 5 Computing Overview			
			
Spring 2025			
Teach Computing Unit (Year 5 Unit) Video production	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 What is video?	2.6, 2.7	 	2.4,2.5, 2.6, 2.7
2 Filming techniques	2.6, 2.7		
3 Using a storyboard	2.6, 2.7		

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4 Planning a video	2.6, 2.7		
5 Importing and editing video	2.5, 2.6, 2.7		
6 Video evaluation	2.5, 2.6, 2.7		

Ocean Year 4 & 5 Computing Overview			
			
Summer 2025			
Teach Computing Unit (Year 5 Unit) Programming B – Selection in quizzes	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1. Exploring conditions	2.1, 2.2, 2.3, 2.4, 2.6, 2.7		2.6
2. Selecting outcomes	2.1, 2.2, 2.3, 2.4, 2.6, 2.7		
3. Asking questions	2.1, 2.2, 2.3, 2.4, 2.6, 2.7		
4. Designing a quiz	2.1, 2.2, 2.3,2.4, 2.6, 2.7		
5. Testing a quiz	2.1, 2.2, 2.3,2.4, 2.6, 2.7		
6. Evaluating a quiz	2.1, 2.2, 2.3, 2.4, 2.6, 2.7		

Desert Year 6 Computing Overview	
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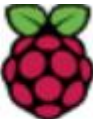
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Autumn 2024				
Teach Computing Unit (Year 6 Unit)		NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
Creating media - Web page creation				
1 What makes a good website?	2.4, 2.5, 2.7			
2 How would you lay out your web page?	2.4, 2.5, 2.7			
3 Copyright or copyWRONG?	2.4, 2.5, 2.6, 2.7			
4 How does it look?	2.3, 2.4, 2.5, 2.6, 2.7			
5 Follow the breadcrumbs	2.3, 2.4, 2.5, 2.6, 2.7			
6 Think before you link!	2.4, 2.5, 2.6, 2.7			

Desert Year 6 Computing Overview   				
Spring 2025				
Teach Computing Unit (Year 6 Unit)		NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS

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Data and information – introduction to spreadsheets			
1 Collecting data	2.1, 2.6, 2.7		2.1, 2.2, 2.3, 2.6
2 Formatting a spreadsheet	2.1, 2.6, 2.7		
3 What's the formula?	2.1, 2.3, 2.6, 2.7		
4 Calculate and duplicate	2.1, 2.3, 2.6, 2.7		
5 Event planning	2.1, 2.2, 2.3, 2.6, 2.7		
6 Presenting data	2.1, 2.2, 2.3, 2.4, 2.6, 2.7		

Desert Year 6 Computing Overview Teach Computing National Centre for Computing Education  Raspberry Pi			
Summer 2025			
Teach Computing Unit (Year 6 Unit) Programming B - Sensing movement	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 The micro:bit	2.1, 2.2, 2.6, 2.7	Y6 D&T  Make Do and Mend	2.7
2 Go with the flow	2.1, 2.2, 2.3, 2.6, 2.7		
3 Sensing inputs	2.1, 2.2, 2.6, 2.7		

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4 Finding your way	2.1, 2.2, 2.3, 2.6, 2.7		
5 Designing a step counter	2.1, 2.2, 2.23, 2.6, 2.7		
6 Making a step counter	2.1, 2.2, 2.3, 2.6, 2.7		

Computing Systems and network units from Years 2-6 will be taught during the Safer Internet Day.