



Longlands Primary School Computing Overview (2024/25)

	Autumn			Spring			Summer				
EYFS	Computing opportunities taught integrated to meet the strands of the EYFS Framework <i>communication and language, personal, social and emotional development, physical development, literacy, mathematics, understanding the world, expressive arts and design</i>										
Year 1	1.1– Online Safety	1.2– Grouping and Sorting	1.3– Pictograms	1.4– Lego Builders	1.5– Maze Explorers	1.6 – Animated Stories	1.7 – Coding		1.9 – Technology Outside School		
Year 2	2.1 – Coding	2.2 – Online Safety	2.3 - Spreadsheets	2.4 – Questioning	2.5 – Effective Searching	2.6 – Creating Pictures	2.7 – Making Music		2.8 – Presenting Ideas		
Year 3	3.1 Coding	3.2 Online Safety	3.3 - Spreadsheets	3.4 – Touch Typing	3.5 – Email	3.6 – Branching Databases	3.7 – Simulations	3.8 – Graphing	3.9 – Presenting (Google Slides)	3.10 – Micro:bits	
Year 4	4.1 – Coding	4.2 – Online Safety	4.4 – Writing for Different Audiences	4.5 – Logo	4.6 – Animation	4.7 – Effective Searching	4.8 – Hardware Investigators	4.9 – Making Music	4.10 – Artificial Intelligence (AI)	4.11 – micro:bits	
Year 5	5.1 – Coding	5.2 – Online Safety	5.3 – Spreadsheets	5.4 – Databases	5.5 – Game Creator	5.6 – 3D Modelling	5.7 – Concept Maps	5.8 – Word Processing (Google Docs)	5.9 – Using External Devices		
Year 6	6.1 – Coding	6.2 – Online Safety	6.4 - Blogging	6.5 – Text Adventures	6.6 – Networks	6.7 - Quizzing	6.8 – Binary		6.9 – Spreadsheets (Google Sheets)		