



Thursby Primary School

Whole School Overview – Computing



Below is an overview of the learning focus for each half term in each class. Class teachers may choose to adapt the learning focus to suit their class but must ensure full coverage.						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1 Nursery and Reception	Drawing Skills Mark making using ipads. Using the undo button.	Photography Using photography in the classroom.	Sounds Purple Mash - Recording tools. Pm – Making music.	Robots Floor robots. Introducing instructions and making predictions.	Technology all around us Everyday technology. Knowledge of different parts of a computer.	Mouse and trackpad skills Introduce mouse skills – drag and drop. Introduce keyboard skills – find the letters of your name.
Key Vocabulary	iPad, screen, touch, drag, undo.	Camera, photo, click, print.	Click, record, stop, play, sounds,	Robot, button, instructions.	Technology, interactive, screen, keyboard, keys,	Mouse, wire, keyboard, type, press.
Class 2 Year 1 and 2	Information Technology Introduction to Purple Mash PM 1 Creative Computing PM 1	Information Technology Creating Pictures PM 2	Information Technology Spreadsheets PM 2	Information Technology Animated Stories PM 1	Computer Science Coding PM 1	Computer Science Coding PM 2
Key Vocabulary	Open, save, keyboard, screen, mouse, touch pad.	Digital, drag, drop, image, display boards.	Spreadsheets, data, information, organise, group, sort.	Animation, imagine, drag, drop, code, algorithm,	Digital, technology, environment, ipad, laptop, screen, touch pad, keyboard, mouse, safety, information sharing.	Instructions, coding, algorithm, input, order, commands, bug, debugging,
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World.						
Class 3 Year 3 and 4	Digital Literacy/Information Technology Email PM 3	Digital Literacy/Information Technology Unpacking Hardware & Software PM 4	Information Technology Route PM 3 Effective Searching PM 4	Computer Science Coding PM 3/4 *Refer to PM Coding programme.	Information Technology Presentations PM 3	Information Technology Spreadsheets PM 3



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Key Vocabulary	Digital communication, appropriate, email, inbox, to:, send, address field, subject, compose and reply.	Technology, hardware, software, system, function, programs, tools.	Code commands, input, routes, algorithm, sequence, set, sequential algorithm, internet, network, device, search engine, web crawlers, database, filter, fact, opinion, belief.	Code, design view, decision command, flow charts, co-ordinates, commands, repeat, loop, variables.	Audiobooks, expression, sound effects, background, engaging.	Spreadsheets, data, organise, cell, input, information, organise, categorise, sort.
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Class 4 Year 5 and 6	Information Technology / Computer Science Quizzing PM 5 Game creator PM 5	Information Technology / Computer Science Game Creator PM 5 Graphing PM 6	Information Technology / Computer Science Spreadsheets (Microsoft, Apple & Google) PM 6	Information Technology / Computer Science Coding PM 5/6 *Refer to PM Coding programme.	Information Technology Word Processing PM 5	Information Technology Modelling PM 6
Key Vocabulary	Advanced, content page, debug, design, evaluate, features, interactive, layout, quiz.	Game genre, 2D game, 3D games, game design, sprite, playability, comparative bar charts, graphing software, pie chart, line graph, present, data.	Average, cell, chart, column, count, filter, formatting, formula, function, MAX/MIN, row, sort	Abstraction, action, alert, algorithm, attribute, clone, concatenation, co-ordinates, data type, debugging, design.	Border, bullet points, cell, colour, copy, cut, document, edit, font, formatting, image, page orientation, paste, row, table, text, word processor.	3D printing, computer aided design, design brief, model, net, points, prototype, 2D and 3D.
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Class 1 Nursery and Reception	Drawing Skills Mark making using ipads. Using the undo button.	Photography Using photography in the classroom.	Sounds Purple Mash - Recording tools. Pm – Making music.	Robots Floor robots. Introducing instructions and making predictions.	Technology all around us Everyday technology. Knowledge of different parts of a computer.	Mouse and trackpad skills Introduce mouse skills – drag and drop. Introduce keyboard skills – find the letters of your name.
Key Vocabulary	iPad, screen, touch, drag, undo.	Camera, photo, click, print.	Click, record, stop, play, sounds,	Robot, button, instructions.	Technology, interactive, screen, keyboard, keys,	Mouse, wire, keyboard, type, press.
Class 2 Year 1 and 2	Information Technology / Computer Science Introduction to Purple Mash PM 1 Route Explorers PM 2	Information Technology The Internet PM 2	Information Technology Data Explorers PM1	Information Technology Questioning PM2	Information Technology / Computer Science Making Beats PM1 Creating and Following instructions PM1	Information Technology / Digital Literacy Presenting Ideas PM2 Technology Around Us PM1
Key Vocabulary	Arrow keys, digital art, drag and drop, hotspot, touchscreen. Algorithm, coding, computer bug, command, debugging, direction.	Browser, home page, internet, keywords, link, modem, router, search engine, search bar, website, webpage, Wi-Fi, World Wide Web.	Criteria, data, group, pictogram, sort.	Branching database, closed question, data, grouping, open question, pictogram, primary data, sorting, tally chart, yes or no question.	Beat, compose, digital, musical instrument, tempo, tune. Algorithm, computer bug, debugging, instructions, program.	Concept map, connecting line, group, layer, node, present, tile. Deice, digital technology, electronic, hardware, technology.
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World.						
Class 3 Year 3 and 4	Information Technology Animation PM 4	Information Technology / Computer Science Logo PM 4 Branching Databases PM (3)	Information Technology Sound Stories PM 4	Computer Science Coding PM 4 *Refer to PM Coding programme.	Information Technology Composing Beats PM 4 Touch typing PM 3	Information Technology Touch typing PM 3 Introduction to AI PM 4



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Key Vocabulary	Animation, background, copy frame, evaluate, frame, sharing controls, sound effect, stop motion, story board.	Logo, commands, pen up, pen down, multi-line mode, repeat, setps, setpc, procedure. Binary choice, binary tree, data, database, debug/debugging, record.	Audiobook, background music, edit, final mix, playback, recording, sound effects, technician, timeline, track.	Action, alert, algorithm, attribute, button object, debug/debugging, design, event, flowchart, interval, nesting, object, output, procedure, repeat, sequence, test, timer, turtle object.	BPM, dynamics, electronic music, melody, patch, pitch, pulse, rippler, rhythm, sample, synths, tempo, texture. Bottom keys, home keys, number row, keyboard, posture, shift key, space bar, top keys, typing.	Bottom keys, home keys, number row, keyboard, posture, shift key, space bar, top keys, typing. Artificial intelligence (AI), automation, data, digital citizenship, format, future technology, human oversight, innovation, prediction, privacy, responsible behaviour, trustworthy/reliable.
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Class 4 Year 5 and 6	Information Technology / Computer Science Networks PM 6 Databases PM 5	Information Technology / Computer Science Databases PM 5 Blogging PM 6	Information Technology / Computer Science Networks PM 6 Databases PM 5	Information Technology / Computer Science Concept Maps PM 5 Coding PM 5/6 *Refer to PM Coding programme.	Information Technology / Computer Science Introduction to Python PM 6 Spreadsheets PM 5	Information Technology Data Detectives PM 6
Key Vocabulary	Network, LAN, WAN, router, wi-fi, internet, World Wide Web, website, web browser, email, internet chat, video call, fire wall, filter, responsible use. Database, condition, data, edit, field, filter, group, linked tables, operator, query, record, sort, validation.			Concept, maps, coding, input, commands, algorithm, alert, attribute, clone, variable, concatenation, co-ordinate, decomposition.	Command, co-ordinate, floating point number, floor division, function, look, Modulo processor, print, sleep. Spreadsheet, axis, budget, data, cell, coloumn, conversion, forecast, formula.	Bar chart, calculate, condition, data, field, filter, group, line graph, linked tables. Query, record, sort.
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