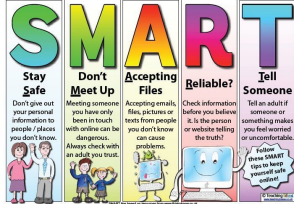
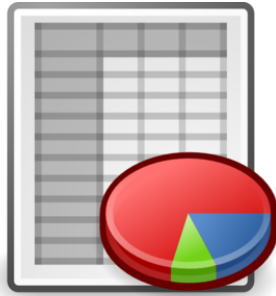
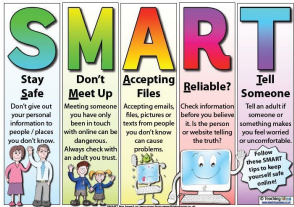




Hoylake Holy Trinity Computing Curriculum Overview Cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Online Safety Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	Effective Searching Use search technologies effectively 	Grouping and Sorting Use technology purposefully to create, organise, store, manipulate and retrieve digital content 	Creating Pictures Recognise common uses of information technology beyond school. 	Spreadsheets Use technology purposefully to create, organise, store, manipulate and retrieve digital content 	Coding Create and debug simple programs 
Year 3/4	Coding Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. 	Online Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	Touch Typing Use a keyboard with speed and efficiency. 	Email Understand computer networks including the internet; how they can provide multiple services. 	Databases Select, use and combine a variety of software. 	Graphing Select, use and combine a variety of software. 



Year 5/6

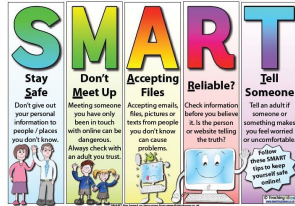
Coding

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.



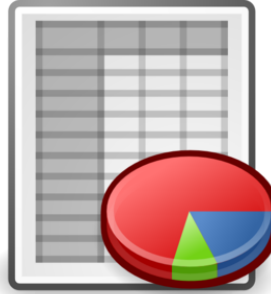
Online Safety

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.



Spreadsheets

Select, use and combine a variety of software.



Databases

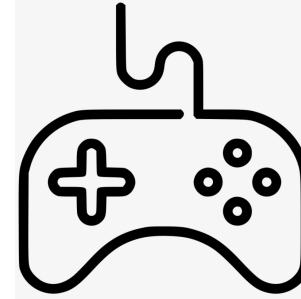
Select, use and combine a variety of software.



Game Creator

Understand computer networks and the opportunities they offer for communication and collaboration.

Use sequence, selection, and repetition in programs.



Concept Maps

Use technology purposefully to create, organise, store, manipulate and retrieve digital content

