

# Goldsmith Primary Academy

## Computing Curriculum Overview 2021-22

Curriculum Strand	Computer Science				Information Technology				Digital Literacy			
Year Group	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
Wider EYFS	Using a computer 3 - weeks	Listening and Attention 3 - weeks	Being Imaginative 3 - weeks	Health and Self Care 3 - weeks	Speaking 3 - weeks	Understanding 3 - weeks	Self-confidence and self-awareness 3 - weeks	Reading 3 - weeks	Writing 3 - weeks	Numbers 3 - weeks	The World & Technology 3 - weeks	Exploring and Using Media and Materials 3 - weeks
Reception	Logging On 3 - weeks	Listening and Attention 3 - weeks	Being Imaginative 3 - weeks	Health and Self Care 3 - weeks	Speaking 3 - weeks	Understanding 3 - weeks	Self-confidence and self-awareness 3 - weeks	Reading 3 - weeks	Writing 3 - weeks	Numbers 3 - weeks	The World & Technology 3 - weeks	Exploring and Using Media and Materials 3 - weeks
Year 1	Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4	Unit 1.2 Grouping & Sorting Number of lessons – 2	Unit 1.3 Pictograms Number of lessons – 3	Unit 1.4 Lego Builders Number of lessons – 3	Unit 1.5 Maze Explorers Number of lessons – 3	Unit 1.6 Animated Story Books Number of lessons – 3	Unit 1.6 Animated Story Books Number of lessons – 2	Unit 1.7 Coding Number of lessons – 3	Unit 1.7 Coding Number of lessons – 3	Unit 1.8 Spreadsheets Number of lessons – 3	Unit 1.9 Technology outside school Number of lessons – 2	GAP FILLING
Year 2	Unit 2.1 Coding Number of lessons – 5	Unit 2.2 Online Safety Number of lessons – 2	Unit 2.2 Online Safety Number of lessons – 1	Unit 2.3 Spreadsheets Number of lessons – 4	Unit 2.4 Questioning Number of lessons – 5		Unit 2.5 Effective Searching Number of lessons – 3	Unit 2.6 Creating Pictures Number of lessons – 2	Unit 2.6 Creating Pictures Number of lessons – 3	Unit 2.7 Making Music Number of lessons – 3	Unit 2.8 Presenting Ideas Number of lessons – 4	GAP FILLING
Year 3	Unit 3.1 Coding	Unit 3.2 Online safety	Unit 3.2 Online safety	Unit 3.3 Spreadsheets	Unit 3.4 Touch Typing	Unit 3.5 Email (inc. email safety)	Unit 3.6 Branching Databases	Unit 3.6 Branching Databases	Unit 3.7 Simulations	Unit 3.8 Graphing	Unit 3.9 Presenting Number of	GAP FILLING



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	Number of lessons – 6	Number of lessons – 1	Number of lessons – 2	Number of lessons – 3	Number of lessons – 4	Number of lessons – 6	Number of lessons – 1	Number of lessons – 3	Number of lessons – 3	Number of lessons – 3	Lessons – 5 or 6	
Year 4	Unit 4.1 Coding Number of lessons – 6	Unit 4.2 Online safety Number of lessons – 1	Unit 4.2 Online safety Number of lessons – 2	Unit 4.3 Spreadsheets Number of lessons – 6	Unit 4.4 Writing for different audiences Number of lessons – 5	Unit 4.5 Logo Number of lessons – 2	Unit 4.5 Logo Number of lessons – 2	Unit 4.6 Animation Number of lessons – 3	Unit 4.7 Effective Search Number of lessons – 3	Unit 4.8 Hardware Investigators Number of lessons – 2	Unit 4.9 Making Music Number of Lessons – 4	GAP FILLING
Year 5	Unit 5.1 Coding Number of lessons – 6	Unit 5.2 Online safety Number of lessons – 1	Unit 5.2 Online safety Number of lessons – 2	Unit 5.3 Spreadsheets Number of lessons – 6	Unit 5.4 Databases Number of lessons – 4	Unit 5.5 Game Creator Number of lessons – 2	Unit 5.5 Game Creator Number of lessons – 4	Unit 5.6 3D Modelling Number of lessons – 2	Unit 5.6 3D Modelling Number of lessons – 2	Unit 5.7 Concept Maps Number of lessons – 4	Unit 5.8 Word processing Number of Lessons – 8	GAP FILLING
Year 6	Unit 6.1 Coding Number of lessons – 6	Unit 6.2 Online safety Number of lessons – 1	Unit 6.2 Online safety Number of lessons – 1	Unit 6.3 Spreadsheets Number of lessons – 5	Unit 6.4 Blogging Number of lessons – 4	Unit 6.5 Text Adventures Number of lessons – 2	Unit 6.5 Text Adventures Number of lessons – 4	Unit 6.6 Networks Number of lessons – 3	Unit 6.7 Quizzing Number of lessons – 6	Unit 6.8 Understanding Binary Number of Lessons – 4	Unit 6.9 Spreadsheets Number of Lessons – 8	GAP FILLING

