

PORTFIELDS PRIMARY SCHOOL – COMPUTING LONG-TERM OVERVIEW



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS		Positional Language	Instructional Movement Finding Information	Simple Programs		
Year 1	Moving a Robot		Digital Writing		Programming Animations	
Year 2		Information Technology Around Us		Robot Algorithms		Programming Quizzes
Year 3	Connecting Computers		Branching Databases		Events & Actions in Programs	
Year 4		The Internet		Repetition in shapes		Repetition in Games
Year 5	Systems & Searching		Selection in Physical Computing		Flat-file Databases	
Year 6		Communication & Collaboration		Variables in games		Sensing movement

Computer Science

Information Technology

Digital Literacy