

**Subject Leader – Miss A. Bootle**  
**Support - Mrs J. Hervey**  
**Technician – Mr K. Johnson (mad4IT)**

The use of information and technology is an integral part of the national curriculum and is a key skill for everyday life. Computers, tablets, programmable robots, digital and video cameras are a few of the tools that can be used to acquire, organise, store, manipulate, interpret, communicate and present information. At Marsh Green Primary School we recognise that pupils are entitled to quality hardware and software and a structured progressive approach to the learning of the skills needed to enable them to use it effectively.

Marsh Green Primary School

Computing Curriculum Yearly Overview

Year group	AUTUMN TERM		SPRING TERM		SUMMER TERM	
<b>Year 1</b>	Computer Skills	Sharing information	Computer awareness	Presentation	On-screen Beebots	
<b>Year 2</b>	Using devices	Stranger Danger	Online communications and the use of WWW	Broadcasting sound and images	On-screen Roamer	Flowol Introduction
<b>Year 3</b>	The Bridge and Basic Training	The Bridge Communication	History of Computers	Animation	Object orientated game creation- LOGO	
<b>Year 4</b>	E-Safety level 2- Identifying threats	E-Safety level 2- Rights and Responsibilities	Computer networks- How networks work	Gaming- using the Wii and PlayStation 2	Scratch	Purple Mash
<b>Year 5</b>	Developing online presence	Developing an online community	Networks and wireless systems	CGI	Interactive Entrance	Developing an Interactive Entrance
<b>Year 6</b>	E-Safety level 3- Life Skills	E-Safety level 3- Online Law	Worldwide date and building computers	Short film/documentary	Programming Languages	Robot Wars