

# HOLBEACH PRIMARY ACADEMY & HOLBEACH BANK ACADEMY

## COMPUTING OVERVIEW

KS1					
Cycle 1					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Healthy Heroes	Dinosaur Detectives	City Visit	Wonderful World	Mad About Minibeasts	Beside the Seaside
1.1 Online Safety & Exploring Purple Mash 2.2 Online Safety	1.4 Lego Builders 1.5 Maze Explorers	1.2 Grouping & Sorting 2.4 Questioning	1.6 Animated Story Books	2.1 Coding (Crash Course)	2.5 Effective Searching 2.8 Presenting Ideas
Cycle 2					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Wild Woods	Creature Features	Great Explorers	Weather Watchers	Noble Knights	Seven Seas
1.1 Online Safety & Exploring Purple Mash 1.9 Technology Outside of School	1.8 Spreadsheets 2.3 Spreadsheets	2.6 Creating Pictures	Teach Computing: Unit 2.5: Making Music	1.7 Coding	Teach Computing: Unit 1.5: Digital Writing

LKS2					
Cycle 1					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Ruthless Romans	The Railways	Inside Out	Stone Age Rocks	The Amazing Americas	Food, Glorious Food
Teach Computing: Unit 3.5 Desktop publishing	4.3 Spreadsheets (Crash Course)	4.2 Online Safety 4.8 Hardware Investigators	3.6 Branching Databases 4.7 Effective Search	Coding*	3.5 Email (including email safety)
Cycle 2					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Extreme Earth	Who Let the Gods Out?	Skeletons and Settlements	Raid, Invade and Stayed	Raging Rivers	Vicious Vikings
4.4 Writing for different audiences	3.9 Presenting with Google Slides	4.5 Logo 3.2 Online Safety	3.7 Simulations 3.8 Graphing	Coding*	Teach Computing: Unit 3.2 Stop frame animation

UKS2					
Cycle 1					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Full Steam Ahead!	Magnificent Mountains	Maya Civilization	Pump it Up	Circle of Life	Evolution
Teach Computing: Unit 5.5 Vector Drawing	Unit 6.9 Spreadsheets with Google Sheets	6.2 Online Safety 6.4 Blogging	Teach Computing: Unit 6.2 Webpage creation	Coding*	5.5 Game Creator
Cycle 2					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Medieval Madness	Lest We Forget	The World Around Us	Man on the Moon	The Cradle of Civilisation	Global Trade
5.8 Word processing with Google Docs	5.4 Databases	5.2 Online Safety 6.6 Networks	6.5 Text Adventures	Coding*	Teach Computing: Unit 6.5 3D Modelling

* Coding - LKS2					
Cycle 1					
<b>Using Flowcharts</b>  Unit 3.1, Lesson 1	<b>Using Timers</b>  Unit 3.1, Lesson 2	<b>'if' statements</b>  Unit 4.1, Lesson 2	<b>Coordinates</b>  Unit 4.1, Lesson 3	<b>Code, Test and Debug</b>  Unit 3.1, Lesson 4	<b>Design, Code, Test and Debug</b>  Unit 4.1, Lesson 1
Cycle 2					
<b>Using Repeat</b>  Unit 3.1, Lesson 3	<b>Repeat Until and 'if/else' Statements</b>  Unit 4.1, Lesson 4	<b>Number Variables</b>  Unit 4.1, Lesson 5	<b>Design and Make an Interactive scene</b>  Unit 3.1, Lesson 5-6		<b>Making a Playable game</b>  Unit 4.1, Lesson 6

* Coding - UKS2					
Cycle 1					
<b>Coding Efficiently</b>  Unit 5.1, Lesson 1	<b>Simulating a physical system</b>  Unit 5.1, Lesson 2	<b>Friction and Functions</b>  Unit 5.1, Lesson 4	<b>Introducing Strings</b>  Unit 5.1, Lesson 5	<b>Text Variable and Concatenation</b>  Unit 5.1, Lesson 6	<b>User Input</b>  Unit 6.1, Lesson 5
Cycle 2					
<b>Designing and writing a more complex program</b>  Unit 6.1, Lessons 1 & 2		<b>Decomposition and Abstraction</b>  Unit 5.1, Lesson 3	<b>Using Functions</b>  Unit 6.1, Lesson 3	<b>Flowcharts and control simulations</b>  Unit 6.1, Lesson 4	<b>Text Adventure</b>  Unit 6.1, Lesson 6