

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	<i>Teach Computing: Unit 2.5: Making Music</i>	1.7 Coding	<i>Teach Computing: Unit 1.5: Digital Writing</i>

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
<i>Teach Computing: Unit 3.5 Desktop publishing</i>	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*	<i>Teach Computing: Unit 3.2 Stop frame animation</i>

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
<i>Teach Computing: Unit 5.5 Vector Drawing</i>	Unit 6.9 Spreadsheets with Google Sheets	6.2 Online Safety 6.4 Blogging	<i>Teach Computing: Unit 6.2 Webpage creation</i>	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*	<i>Teach Computing: Unit 6.5 3D Modelling</i>

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

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