

Greenmount Primary Computing Overview

Computer Science

Information technology

Digital Literacy



The Computing curriculum is taught using Purple Mash every other half term by teachers and HLTAs. The computing curriculum mainly focuses on the strands of Computer Science and Information Technology as Online Safety and Digital Literacy are taught through specific focused lessons once every half term.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
	Computing skills in EYFS are taught through a range of activities and topics. The three strands of computing are taught through activities such as the examples below:						
	Computer scien	се	Information Technology		Digital literacy		
EYFS	Drawing maps	ving maps		Using technology to draw, make marks and colour		Talking about appropriate use of technology in school and at	
	Beebots (directions/problem solving)		Recording and playing back video and voice recordings		home		
	Instructional language		Using and enjoying computer games/	nd enjoying computer games/activities		Permission	
	Obstacle courses (positional/instructional language)				How to navigate a simple computer program/device		
1	Unit 1.4 Lego Builders (3 lessons)	Unit 1.2 Grouping and		Unit 1.8			
	Unit 1.5	<u>Sorting</u>	Unit 1.6	Spreadheets	Unit 1.7		
		(2 Lessons)	Animated Story Books (5 lessons)	(3 Lessons)	Coding (6 lessons)		
	Maze Explorers (3 lessons)	Unit 1.3 Pictograms					
		(3 Lessons)					
2	Unit 2.5		Unit 2.1		Unit 2.7 Making Music		
	Effective Searching	Unplugged Computing	Coding (6 lessons)		(3 lessons)		
	(3 lessons)	Offplugged Computing	Couling (6 lessons)		Unit 2.8 Presenting Ideas (4		
	Unit 2.7 Creating Pictures				lessons)		
	(5 lessons)				icssonsy		
3	Unit 3.1	Unit 3.3 Spreadsheets	Unit 3.5		Unit 3.7		
	Coding (6 lessons)	(3 lessons)	Email (6 lessons)		Simulations (3 lessons)		
	(a research		(6 13335112)		Unit 3.6		
	Unit 3.8	Unit 3.4 Touch typing			Branching databases		
	Graphing (2 lessons)	(4 Lessons)			(4 lessons)		
4	Unit 4.1	,	Unit 4.7		Unit 4.5		
	Coding (6 lessons)		Effective Searching (3 lessons)		Logo (4 lessons)		
					Unit 4.8		
			Unit 4.6		Hardware Investigators		
			Animation (3 lessons)		(2 lessons)		
5	Unit 5.1	Unit 5.6 3D Modelling	Unit 5.8		Unit 5.5		
	Coding (6 lessons)	(4 Lessons)	Word processing		Game Creator (5 lessons)		
			(Up to 8 lessons)		Unit 5.2 Online Safety		
		Unit 5.7 Concept maps (4 Lessons)			(3 lessons)		
6	Unit 6.1	(Unit 6.7 Unit 6.6				
	Coding (6 lessons)		Quizzing Networks (3 lessons)		ssons)		
			(6 Lessons)		Unit 6.4 Blog		
			(4 Lessons)				