











Computing Coverage Overview EYFS Milestones








Terms 1 & 2		Terms 3 & 4		Terms 5 & 6	
Exploring the interactive whiteboard	Digital images	Using technology (taking photographs)	How to stay safe online	Following instructions	Present simple data on a digital device
 		 			



E-Safety is taught throughout the units, through assemblies and PSHE.



Computing Coverage Overview Milestone 1







Week	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
1	Technology Year 1 – technology around us Year 2 – IT around us 	Programming Year 1 – moving a robot Data Year 2 – pictograms 	Digital Year 1 – Writing Year 2 – Music  
2			
3			
4			
5			
6			
7			
8	Digital Year 1 - Painting Year 2 - Photography 	Data Year 1 – grouping data Programming Year 2 – robot algorithms 	Programming Year 1 –Animations Year 2 –Quizzes 
9			
10			
11			
12			



E-Safety is taught throughout the units, through assemblies and PSHE.



Computing Coverage Overview for Milestone 2







Week	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
1	Computing Systems and Networks Year 3 - Connecting computers Year 4 - Internet 	Programming Year 3 - Sequencing sounds Year 4 - Repetition in shapes 	Creating media Year 3 - Desk top publishing Year 4 - Photo editing 
2			
3			
4			
5			
6			
7			
8	Creating Media Year 3 - Stop-frame animation Year 4 - Audio production 	Data and Information Year 3 - Branching databases Year 4 - Data logging 	Programming Year 3 - Events and actions Year 4 - Repetition in games 
9			
10			
11			
12			



E-Safety is taught throughout the units, through assemblies and PSHE.



Computing Coverage Overview Milestone 3

Week	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
1	Computing Systems and Networks Year 5 - Systems and Searching Year 6 - Computing systems and networks 	Programming Year 5 - Selection in physical computing Year 6 - Programming variables in a game 	Creating media Year 5 - Introduction to vector drawing Year 6 - Creating media - 3d modelling 
2			
3			
4			
5			
6			
7	Creating media Year 5 - Video production Year 6 - Creating media web page 	Data and information Year 5 - Flat-file databases Year 6 - Data and information spreadsheets 	Programming Year 5 - Selection in quizzes Year 6 - Programming – sensing movement 
8			
9			
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11			
12			



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